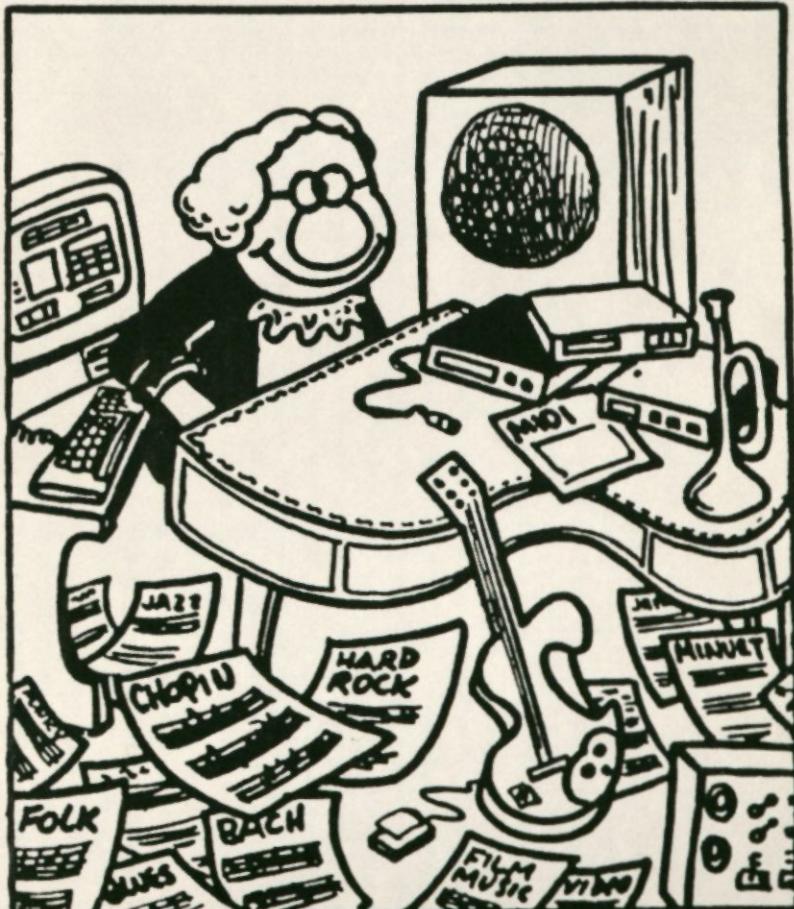


THE MUSIC CREATOR™

with the unfair advantage of Artificial Creativity

PROFESSIONAL 1.3

for the IBM™ PC and Compatibles



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The MUSIC Creator™ was programmed by
Orly Aknai

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The MUSIC Creator™ was Research and Developed by MCP Software Inc.

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The MUSIC Creator TM is the invention of :
Y Kirschen

The MUSIC Creator TM was programmed by :
Orly Aknin

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The MUSIC Creator™

PROFESSIONAL 1.3

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The MUSIC Creator™ Professional 1.3 is an integrated system of programs which work together. The install program will create directories and sub-directories on your hard disk, and will properly copy programs, and data onto your hard disk...putting them into their proper places. All of these directories and sub-directories will be within one large directory which will be called " TMC " (or you may select a name other then that during the install operation)

After you properly install the system You may backup your installation disks by simply disk copying them. Trying to duplicate the install disks before installation may damage The MUSIC Creator™ Professional 1.3 system and will void any warrantee. ...so install FIRST and then backup the Install disks.

INSTALL DIRECTIONS

STEP 1: TURN ON YOUR PC

STEP 2: AFTER YOUR PC HAS "BOOTTED UP" IT WILL DISPLAY THE C: PROMPT

STEP 3: PUT INSTALL DISK ONE INTO DRIVE A,
(make sure that it is NOT write-protected)

STEP 4: TYPE A: AND PRESS <ENTER>

STEP 5 AFTER YOUR PC DISPLAYS THE A: PROMPT,
TYPE PRINSTALL AND PRESS <ENTER>

STEP 6: FOLLOW THE STEP BY STEP DIRECTIONS WHICH WILL APPEAR

NOTE: THE INSTALLATION OF THE SEVERAL PROGRAMS, VARIOUS FILES AND ALL THE DATA THAT MAKE UP THE MUSIC CREATOR WILL TAKE QUITE SOME TIME....AT LEAST 25 MINUTES !!!

Once your system has been installed, to call
the MUSIC Creator™:

1. First, at the C:(or D:) Prompt type CD TMC
(or if you chose a different directory name CD YOUR
DIRECTORY)
2. Then, at the C\TMC> prompt type PRO

READ ME

CONGRATULATIONS!

As the owner of The MUSIC Creator™ you are one of the first to take part in a major revolution in the world of music and creativity. The MUSIC Creator™ is an integrated system...a group of programs which work together to compliment and strengthen the power they deliver to you.

Genetics and Music

The MUSIC Creator™ is based on the breakthrough technologies of Just For You inc., and has been in development for five years. Simply stated, this system is both artificially intelligent and artificially creative.

Unlike simple "algorithmic composition" programs which use random numbers and preset "Formulas" to "create" music....The MUSIC Creator™ considers that music is "alive" and that all music, like all living things can be genetically analyzed and genetically engineered.

It's Alive, Igor, It's Alive!

We have fed several blocks of music to your system (See Basic Parent Blocks) and allowed your system to extract the musical equivalent of DNA from them. These pieces of "genetic information" (which we call parents) can be re-combined in different combinations to produce millions of new daughter compositions.

Parents

Each piece of music is made of three "parents"...an X parent , a Y parent , and a Z parent. By picking "one from column X, one from column Y and one from column Z" you create a new piece of music. (See XYZ composing) ...Then, by switching, and carefully substituting parents, turning Tracks on and off, Orchestrating, Setting Tempo, key, etc etc. You will be able to actually Mold an original piece of music to meet your exact demands and desires.! YOU are in control of this AMAZING and POWERFUL set of creativity tools

Orchestrating

The MUSIC Creator™ plays up to eight Tracks of music simultaneously (see Tracks) ...and each Track can be separately orchestrated ! Set individual Volumes, Audio Bal, Octave, etc. etc.(See Instruments)

MIDI

The MUSIC Creator™ speaks MIDI fluently!...It will take care of sending "MIDI Program changes, Velocity, and MIDI Channel data to your Casio, Roland, Yamaha Kurzweil or whatever...leaving you to face the music!. Customize your system to play any Midi Setupthen, set it and forget it !(See MIDI SetUp Module)

Mastering Albums

All the work that you create on your system can be saved onto The MUSIC Creator™ Albums (see Album and Master Library)

Automatic left hand

The MUSIC Creator™ provides an "automatic left hand" accompaniment (see Chords) ...you create new "fingerings", Piano styles, guitar styles, arpeggios, syncopations, etc.

The Son Also Rises

Each Daughter composition can be "saved" as a new parent to expand your Basic Parent Block and to cross-breed with other parents(see Master and XYZ Compose)

The Long and the Short of it

Each composition can be regenerated or recomposed to any length without any effect on tempo or pitch (see Length)

The Fast and the Slow of it

Each composition can be played at any Tempo without changing the desired or set Length (see Tempo)

The Music Creator™ StartUp Screen

How to read, understand, and use, the StartUp Screen.

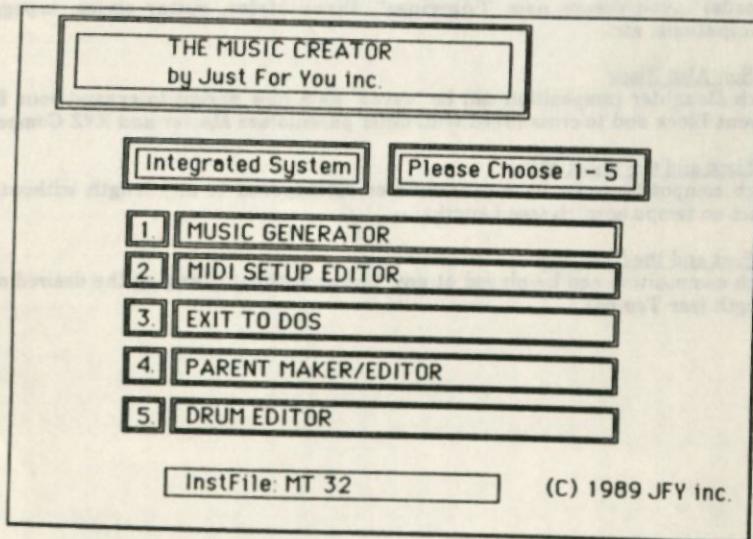


Fig. 1. The Music Creator™ StartUp Screen

Notice that the StartUp Screen offers you five options:

The First option calls the **Music Generator Module**

Pressing the <1> key will call the generator

The Second option calls the **Midi SetUp Module**

Pressing the <2> key will call the Midi SetUp Module

Notice that at the bottom of the screen is the word InstFile and the name of the current Default InstFile. The InstFile is a file with the names of Voices stored in various synthesizers and other Sound Generators. The InstFile called FB-01 is for the Yamaha FB-01, the File called MT-32 is for the Roland MT-32, the File called Casio MT-540 is for the Casio MT-540 Keyboard, etc. To change the default file simply press the <2> key below to call the Midi SetUp Editor (see the Midi SetUp Editor Manual for complete instructions)

The Third option is to **exit to DOS**

Pressing the <3> key will exit to DOS

The Fourth and Fifth options call the **ParentMaker/Editor** to Enter and Edit Parents in either the Song Families or the Drum Families.



The Music Generator Display Screen

The following pages explain how to read, understand, and use, the Display Screen of the Music Generator Module

This is the Display Screen of The MUSIC Creator™ Music Generator Module.

THE MUSIC CREATOR	ALBUM: Mystery	NAME: The Fat Detective					
	LENGTH: 1 MIN 00 SEC: 17 FR: 03	TEMPO: 110 (FD: IN.000 OUT.000)					
↓ KEYD ↓	TRACK TO EDIT						
Album	Edit Done						
Chords	Track 1	Trk	INSTRUMENT	Vol	Oct	Bal	
Drums	Track 2	1	SunBrass2	070	0	000	
Fade	Track 3	2	Flute1	085	+1	032	
Inst	Track 4	3	VOL OFF				
Key	Track 5	4	VOL OFF				
Length	Track 6	5	VOL OFF				
Master	Track 7	6	VOL OFF				
Name	Track 8	7	VOL OFF				
Play		8	VOL OFF				
Que		↓ Key C					
Tempo		PROFESSIONAL 1.3					
Xyz		Inst File FB01					
		Owner: Charles Petrie					
		(C) 1989 JFY Inc. PAT PEND					
X Parent	Y Parent	Z Parent					
SPRING 067	ITALIAN 079	BLUES 087					

FIG. 2. The Music Generator Module Display Screen

Most of the Display Screen is designed to give you information of one sort or another...for example:

1 . The "Keys column" running down the left side of the screen lists the various functions of the Music Generator. To call a function, just type the first letter of the name of that function.

To call an **Album** you'd Press <A>

To set the **Length** you'd Press <L>

To set the **Tempo** you'd Press <T> etc

2 . The "INFO Box" running along the top of the screen identifies the Album on which the Musical piece is stored, the Name of the piece, its Length Tempo, etc..

3 The "TRACK INFO Box" on the right half of the screen displays information about how each of THE MUSIC CREATOR™'s 8 tracks is being used...Vol, Balance, Octave, etc.

4 ..The "INFO Box" running along the bottom of the screen identifies the X, Y, and Z Parents of the current musical piece

In the center of this Display Screen is a Menu. This particular Menu is an EDIT TRACK Menu. There are ten Options on this Menu. The first Option is "Done", the last Option is "Solo OFF". There are a number of different Menus which you will be using. All Menus appear in this same position on the Display Screen. The Menu is Your WorkSpace....It is the part of the screen which offers you Options or choices.

TRACK TO EDIT
Edit Done
Track 1
Track 2
Track 3
Track 4
Track 5
Track 6
Track 7
Track 8
Global Changes

Move:↑↓ Pick: Enter Key

EDIT TRACK	1
Done	
Inst Type	
Inst Name	
Volume	
Octave	
Balance	
Midi Chan	
Turn Patch OFF	
Solo	
Solo OFF	

Move:↑↓ Pick: Enter Key

Fig. 1a. Menus

The Edit Track Menu shown in the above example is for editing Track 1.

Look at the Info Box to the right of the Edit Track 1 Menu. The Info Box's columns are headed **Trk INSTRUMENT Vol Oct Bal Ch Patch**. Notice that Track 1 is playing a SynBrass2 at a Volume (velocity) of 70....The Track is set at Octave 0 (-2 to +2 is available) and the Audio Pan Balance is set at 000 (000=Left, 064=Center, 127=Right) Track 1 is currently transmitting on Midi Channel 2 and is sending a Patch (Program Change) number (in this case the Patch number is 24....SynBrass2 on the MT 32)

Now look back at the Edit Track 1 Menu

Notice that using the Options offered by this Menu we could:

Select a different Instrument Type

Select by Name, another Instrument of the same type.

Enter a different Volume

Switch Octave

Change the Audio Pan Balance

Assign a different Midi Channel

Turn off the sending of Patch (Program Change) numbers,

Or to Solo Track 1 (or turn OFF a Solo)

When Done with changes to Track 1 we'd select the Done Option

THE MUSIC		ALBUM: Mystery		NAME: The Fat Detective		TEMPO: 110		FD: IN 000 OUT 000		Ntsc		
CREATOR		LENGTH: 00 MIN 00 SEC: 17	FR: 03									
↓ KEY ↓		EDIT TRACK		1		Trk	INSTRUMENT	Vol	Oct	Bal	Ch	Patch
Album	Done	1	SynBrass2	070	0	000	2	24				
Chords	Inst Type	2	Flute1	085	+1	032	3	43				
Drums	Inst Name	3	VOL OFF									
Fade	Volume	4	VOL OFF									
Inst	Octave	5	VOL OFF									
Key	Balance	6	VOL OFF									
Length	Midi Chan	7	VOL OFF									
Master	Turn Patch OFF	8	VOL OFF									
Name	Solo											
Play	Solo OFF											
Que												
Tempo												
Xyz												
Move: ↑ ↓		Pick: Enter Key								↓ Key C		
X Parent		Y Parent		Z Parent								
SPRING 067		ITALIAN 079		BLUES 087								
PROFESSIONAL 1.3												
Inst File: FB01												
Owner: Charles Petrie												
(C) 1989 JFY Inc PAT PEND												

Fig. 2a. Edit Track

Menus

Almost all work done on the MUSIC Creator™ is done through the use of Menus.

...And All Menus are handled in the same way:

Call a Menu by pressing the KEY that calls that desired Menu

Select a Menu option by moving to it and pressing the ENTER KEY

Put a Menu away by selecting the Done Option or by calling another Menu.

<u>Moving On A Menu</u>	<u>KEY TO USE</u>
• Move DOWN to an option	DOWN ARROW
• Move UP to an option	UP ARROW
• Move Down to a NEXT PAGE (if one exists)	Pg Dn
• Move up to a PREVIOUS PAGE (if one exists)	Pg Up
• Move Down to the Last option on the Page	END
• Move Up to the Top option on the Page	HOME
• Move Down to the Last option on the Last Page	Hold down <CTRL> and press END
• Move Up to the First option on the First Page	Hold down <CTRL> and press HOME

Calling Menus

For the Album Menu to Select an Album	Press A
For the Chord Play Menu to Turn on Chord Play to Turn off Chord Play to Load a Fingering to Edit a Fingering to Save a Fingering to Solo Chord Play to Turn Chord Solo off to Load a Fingering	Press C
For the Drum Box Menu to Turn Drum Play On or Off to Load a New Drum Set (Y Parent) to Load a New Drum Rhythm-Patterns (Drum Z Parent) to Load a New Drum Rhythm-Melodics (Song Z Parent) to Solo Drum Play or to Solo Song Play to Turn Solo off	Press D
For the Instrumentation Menu	Press I
For the KEY Signature Menu Transpose Key	Press K
For the Master Menu Name or Rename a piece Make a New Album Save a piece to Another Album Save a piece onto an Album Delete a piece from an Album Save a piece as a New Parent Delete a Parent	Press M
For the Name Menu to Select another Cut or Name from the Album currently Selected	Press N
For a Track Edit Menu	From the Instrumentation Menu Select the <u>Track To Edit</u> option.
For the Global Changes Menu	From the Instrumentation Menu Select the <u>Global changes</u> option.
For the XYZ Compose Menu	Press X

MASTER LIBRARY	CHORD PLAY	XYZ COMPOSE
Done New Name Make New Album Another Album Save As Is Delete From Album Save As A New Parent Delete A Parent Rename A Parent	Done Load Chord Fingering Save Chord Fingering Del Chord Fingering Edit Chord Fingering Solo Song (Track 1-4) Solo Chord (Track 5-8) Turn Solo OFF Create New Fingering Turn Chord Play OFF Move: ↑ ↓ Pick: Enter Key Name: UpBeat #3	Done New X Family New Y Family New Z Family Next X Parent Next Y Parent Next Z Parent Switch X → Z Switch X → Y Switch Y → Z Compose New song Move: ↑ ↓ Pick: Enter Key

TRACK TO EDIT	EDIT TRACK
Edit Done Track 1 Track 2 Track 3 Track 4 Track 5 Track 6 Track 7 Track 8 Global Changes	Done Inst Type Inst Name Volume Octave Balance Midi Chan Turn Patch OFF Solo Solo OFF

ALBUMS page 001 of 008	PLEASE SET KEY	NAMES page 001 of 005
classc-BACH classc-MARCHES classc-OPERA ethn-AFRICAN ethn-CROSS CULTURE jazz-BLUE jazz-FIFTIES jazz-FUSION light-UPBEAT rock-HARD Move: ↑ ↓ Pick: Enter Key For More: Press Pg Dn Key	C C# D Eb E F F# G Ab A Bb B	Dramatic Dawn Feeling Good Feeling Happy Go Go Mood Heiry Harry Just Foolin Kiss Kiss Love em All Morning Mood New Day Move: ↑ ↓ Pick: Enter Key For More: Press Pg Dn Key

Fig. 3. Menus

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9

1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9

sunam C. 50

WHAT ALBUMS DO YOU HAVE ALBUM

An album is a group of related songs that are all stored in The MUSICA file system. You can add, edit, and remove albums. You can also make copies and play albums.

Presently, MUSICA has a list of 1000 albums. You can add, edit, and remove albums. You can also make copies and play albums.

NOTE: If you

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Album

Chords

Drums

Fade

Inst

Key

Length

Master

Name

Play

Que

Tempo

Xyz

ctrlM and A and P and

ALBUMS page 001 of 008

classc-BACH
classc-MARCHES
classc-OPERA
ethn-AFRICAN
ethn-CROSS CULTURE
jazz-BLUE
jazz-FIFTIES
jazz-FUSION
light-UPBEAT
rock-HARD

Move:↑↓ Pick: Enter Key
For More: Press Pg Dn Key

Fig. 4 The Album Menu

WHAT **Album** DOES FOR YOU **ALBUM:**

An **Album** is a group of musical pieces which have been created in The **MUSIC Creator™** system and which have been stored together.

Albums provide you with a logical, simple, and effective way to find and play back your work.

Pressing **<A>** will call up the Pop-Up Album Menu listing all the albums currently in your system, so that you can select a new album

NOTE: If you press **<A>** by mistake just hit **<U>** to Undo

Pressing **<N>** will call up the Pop-Up Name Menu listing all the names of Musical pieces on the currently selected album

NOTE: If you press **<A>** by mistake just hit **<U>** to Undo

Pressing **<M>** will call up the Master Library Menu so that you can save a song onto the currently selected album, Delete a Song from the currently selected album, etc.

THE HOW TO ... of **Album** control

Use the **<A>** key to:

To select an album.	Press A to call the Album Menu Then select the Album you want (The Name Menu for that album will appear.)
To select a musical piece from an Album	After Pressing A to call the Album Menu and selecting the Album you want Select the name of the piece from the Pop-Up List..

Use the **<N>** key to:

To get another musical piece
from a selected Album .

Press **N** to call the **Name Menu**
Then select the name of the piece .

Use the **<M>** key to:

To save a musical piece
onto an album.....

Press **M** to get to the **Master Menu**
Then select the Save As Is option.

To create a new album

Press **M** to get to the **Master Menu**
Then select the Make New Album option.

To save a musical piece
from a selected album
onto another album

Press **M** to call the **Master Menu**
Then select the Another Album option.

To delete a musical piece
from a selected Album .

Press **M** to call the **Master Menu**
Then select the Delete from Album option.

To delete an entire Album .

Delete all the pieces stored on that album.

ALBUM TUTORIAL 1:

HOW TO LOAD AN ALREADY SAVED MUSICAL PIECE FROM AN ALBUM

1| Press **A** to call the Album Menu

2| Look at the Key list on the left of your screen ...Album is lit.

The Album Menu is displaying an alphabetized list of Albums of Musical Pieces (or "songs") from which you may choose.

3| Use ARROWS to Move to a desired Album

4| Press <ENTER> to select the Highlighted Album

- 1.The Name Menu is displaying an alphabetical list of the Names of all the Musical Pieces stored on the selected Album
- 2.Name is lit in the Key list.
- 3.The title of the Selected Album now appears on the top line of the DisplayScreen Info Box.

5| Use ARROWS to Move to a desired Name

6| Press <ENTER> to select the Highlighted Name

- 1.The Name of the Selected Musical Piece now appears on the top line of the DisplayScreen Info Box.
- 2.The Musical Piece is ready to be Qued and Played

71 Look at the Key list on the left of your screen .

Notice the word **Que**..

Press **Q** to Que the Musical

81 Look at the Key list on the left of your screen .

1. The word **Que** Flashes WAIT as the system regenerates the Selected Musical Piece .

2. When the Musical Piece is ready to be Played, WAIT turns to **READY**

91 Look at the Key list on the left of your screen .

1. The word **READY** is lit .

101 Press **P** to Play the currently selected Musical Piece .

111 Look at the Key list on the left of your screen .

1. **Play** remains lit for as long as Piece is being played.

As long as **Play** remains lit, The MUSIC Creator™ is transmitting MIDI signals through your computer's MIDI OUT.

2. **READY** is replaced by **Stop** to show that you can Stop Play by hitting **S**

121 Press **S** to Stop the Playing of the Musical Piece .

1. The MUSIC Creator™ Stops Playing

2. **Stop** switches to **READY** to show that the composition is still ready to Play.

3. **Play** is not lit because THE MUSIC CREATOR™ is no longer Playing

13 |

Look at the center of the Display Screen .

1. There is currently no Menu being displayed.
- 2..Press **N** to recall the Name menu.

14 |

The Name Menu is again displaying an alphabetical list of the Names of all the Musical Pieces stored on the selected Album.Name is again lit in the Key list.

15 |

Assume that you do NOT want to select another Named piece from this Album

- 1....Assume that you made a mistake.
2. To Undo the mistake, Press **U** .

16 |

Look at the Display Screen .

- 1.The Name Menu is gone .
- 2.Name is no longer lit in the Key list.

WHAT Chords DO YOU WANT?

QUESTION

Chord Play generates the chords that are created by the X and Y PARENT along the Y axis. You can create intricate patterns of chords.

Chord Play uses Table 1 here.

NOTE: BECAUSE THIS MUSICAL CHORDS & THE CHORDPLAY CAN NOT WORK AT THE

INTRODUCTION

As you know, The MUSIC Creator includes four voices. You can think of an Operator, Aria, Voice, and Name. Voices 1, 2, and 3 have 4.

griffith's bird3 bou.

Voice 1 is normally transposed to C major. Voice 2 is normally transposed to G major.

Voice 3 is normally transposed to A major. Voice 4 is normally transposed to B major.

Each of these voices is managed by a track. (1-2-3-4) track 3 and

(5-6-7-8) track 2 and

As you can see, the construction of chords involve the transposed and based on the 12 major pentatonic scales of the chords. (X, Y, and Z, Parental)

griffith's vest injury

The MUSIC Creator's a Chord BIG griffith's vest injury "Left Hand" which can be accompanied with "Left Hand" (8-9-10-11-12-13-14-15-16-17-18-19).

When using Chord Play, the 12 major pentatonic scales are used.

E flat B flat small

Track 3 plays the "C major" chords.

Track 4 plays chords of the "G major".

Track 5 plays the "A major" chords.

12345678910111213141516171819

These complementary chords are determined by the X parent and the Y Parent

sup chord.

Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

CHORD PLAY

- Done
- Load Chord Fingering
- Save Chord Fingering
- Del Chord Fingering
- Edit Chord Fingering
- Solo Song (Track 1-4)
- Solo Chord (Track 5-8)
- Turn Solo OFF
- Create New Fingering
- Turn Chord Play OFF
- Move:↑↓ Pick: Enter Key
- Name:UpBeat#3

Fig. 5. The ChordPlay Menu

WHAT Chords DOES FOR YOU

CHORDS:

Chord Play generates the playing of the chord progression created by the X and Y PARENTS ..Using the Chord Play Menu you can create intricate patterns of fingerings, strums, etc..

Chord Play uses Tracks 5 thru 8

NOTE: BECAUSE THEY BOTH USE TRACKS 5 THRU 8, DRUM BOX AND CHORDPLAY CANNOT BOTH BE USED AT THE SAME TIME!

INTRODUCTION

As you know, The MUSIC Creator™ produces four original voices which can be thought of as Soprano, Alto, Tenor, and Bass. ..We call them Voice 1, Voice 2, Voice 3, and Voice 4.

Voice 1 is normally transmitted on both Tracks 1 and 5

Voice 2 is normally transmitted on both Tracks 2 and 6

Voice 3 is normally transmitted on both Tracks 3 and 7

Voice 4 is normally transmitted on both Tracks 4 and 8

Each of these voices is Monophonic (limited to one note at a time)

As you also know, the construction of these four voices are determined and based on the interplay between relationships defined by 3 Parents (X,Y, and Z Parents).

The MUSIC Creator™'s ChordPlay provides an "Automatic Left Hand" which can play accompaniment chords for any of its pieces.

When using Chord Play :

Track 5 plays the Tonic (or Root, or 1st) of the Chord

Track 6 plays the 3rd of the Chord

Track 7 plays the 5th of the Chord

Track 8 plays the 4th note in a 4-note chord or the Tonic in a normal 3 note chord

These accompaniment chords are determined by the X parent and the Y Parent together!

The MUSIC Creator™'s ChordPlay allows you to design the manner in which these chords are to be played....What we call the "Fingering" ...in effect you can create arpeggio harp styles, chops, Banjo fingerpicking-styles, Guitar strums, Piano-style play etc. etc. etc.

But FIRST you're going to have to learn some things about the way The MUSIC Creator™ deals with chords and structures.

It's not difficult ...but it IS different
So let's begin...step by step.

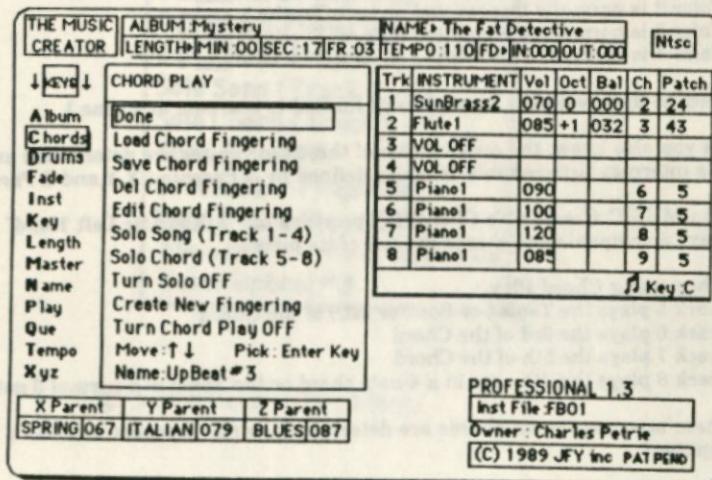


Fig. 6. The ChordPlay Screen

UNDERSTANDING CHORDPLAY BASICS

1

The MUSIC Creator™'s compositions are based on a Natural Length of 16 Measures.

The 16 Measures are constructed as follows:

First a 7 Measure Part A ,

Then a one-Measure first ending (Part A1),

Then a repeat of the 7 Measure Part A ,

Then a one-Measure ending (Part A2)

Part A

|

| Meas1 | Meas2 | Meas3 | Meas4 | Meas5 | Meas6 | Meas7 | Meas8 | Meas9 | Meas10 | Meas11 | Meas12 | Meas13 | Meas14 | Meas15 | Meas16 |

Part A1

|

1st End

Part A2

|

2nd End

2

Assuming that we are working with a composition in 4/4 time, each measure has four beats

(each beat equal to one quarter note)

MEASURE

| Beat 1 | Beat 2 | Beat 3 | Beat 4 |

3

THE MUSIC CREATOR™'s ChordPlay further subdivides each beat into four parts (each subdivision equal to one sixteenth note)

MEASURE

| Beat 1 | Beat 2 | Beat 3 | Beat 4 |

| 01010101 | 01010101 | 01010101 | 01010101 |

4

In the diagram below, a 1 in a box indicates a note to be played for the duration of one box, i.e. a 1/16 note.

The number 2 = 2/16 (a 1/8 note)

The number 3 = 3/16

The number 4 = 4/16 (a 1/4 note)

A ZERO indicates a rest note

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.
1 0 1 1 0 1 1	1 4 1 0 1 0 1	1 2 1 0 1 2 1 0 1	1 3 1 0 1 0 1 1

5

In the diagram below....to the left of each row of boxes is the number 1...this means that although the notes to be played will be of different lengths or durations...they all are to be the pitch of the 1st or Tonic note of whatever Chord is to be played.

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.
1 1 0 1 1 0 1 1	1 1 4 1 0 1 0 1	1 1 0 1 1 0 1 1	1 1 4 1 0 1 0 1

6

In the diagram below each beat has four rows of boxes

The top row is labeled 1 for the 1st or Tonic note of the Chord. (C in C,E,G)

The next row is labeled 3 for the 3rd of the Chord. (E in C,E,G)

The next row is labeled 5 for the 5th of the Chord. (G in C,E,G)

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.
1 1 1 0 1 0 1 0 1	1 1 4 1 0 1 0 1 0 1	1 1 0 1 0 1 0 1 1	1 1 4 1 0 1 0 1 0 1
3 0 1 1 1 0 1 0 1	3 1 4 1 0 1 0 1 0 1	3 1 0 1 0 1 1 0 1	3 1 4 1 0 1 0 1 0 1
5 0 1 0 1 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1	5 1 0 1 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1
* 1 0 1 0 1 0 1 1	* 1 4 1 0 1 0 1 0 1	* 1 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1

The bottom row is labeled * and plays the 7th in a seventh chord, the 9th in a ninth, etc. If the chord is a simple chord as in C,E,G it doubles the Tonic (C in C,E,G,C) for the 1st or Tonic note of the Chord.

7

The MUSIC Creator™'s ChordPlay allows you to define the fingering pattern of play for each of the four beats in each measure of each Part. (A, A1, and A2)

EACH MEASURE OF PART A

Beat 1	Beat 2	Beat 3	Beat 4.
1 1 1 0 1 0 0 1	1 1 4 1 0 1 0 0 1	1 0 1 0 1 0 1 1 1	1 1 4 1 0 1 0 1 0 1
3 0 1 1 1 0 1 0 1	3 1 4 1 0 1 0 1 0 1	3 0 1 0 1 1 1 0 1	3 1 4 1 0 1 0 1 0 1
5 0 1 0 1 1 1 0 1	5 1 4 1 0 1 0 1 0 1	5 0 1 1 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1
* 0 1 0 1 0 1 1 1	* 1 4 1 0 1 0 1 0 1	* 1 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1

THE A1 MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.
1 1 1 1 1 1 1 1	1 0 1 0 1 1 0 1	1 1 1 0 1 0 1 1	1 1 1 0 1 1 1 0 1
3 0 1 1 1 0 1 0 1	3 0 1 0 1 1 0 1	3 0 1 0 1 1 1 0 1	3 1 1 0 1 1 1 0 1
5 0 1 0 1 1 1 0 1	5 0 1 0 1 1 1 0 1	5 0 1 1 1 0 1 0 1	5 1 1 0 1 1 1 0 1
* 1 1 1 1 1 1 1 1	* 1 1 1 1 1 1 1 1	* 1 1 1 1 1 1 1 1	* 1 1 1 1 1 1 1 1

THE A2 MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.
1 1 1 0 1 0 1 0 1	1 0 1 0 1 0 1 1	1 1 4 1 0 1 0 1 0 1	1 1 4 1 0 1 0 1 0 1
3 0 1 1 1 0 1 0 1	3 0 1 0 1 1 0 1	3 1 4 1 0 1 0 1 0 1	3 1 4 1 0 1 0 1 0 1
5 0 1 0 1 1 1 0 1	5 0 1 1 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1
* 0 1 0 1 0 1 1 1	* 1 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1

8 CHORD INVERSIONS, DYNAMICS, ETC

MEASURE

Beat 1	Beat 2	Beat 3	Beat 4.	VOL	OCT.
1 1 1 0 1 0 1 0 1	1 0 1 0 1 0 1 1	1 1 4 1 0 1 0 1 0 1	1 1 4 1 0 1 0 1 0 1	→TRACK 5	80 -2
3 0 1 1 1 0 1 0 1	3 0 1 0 1 1 0 1	3 1 4 1 0 1 0 1 0 1	3 1 4 1 0 1 0 1 0 1	→TRACK 6	100 -1
5 0 1 0 1 1 1 0 1	5 0 1 1 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1	5 1 4 1 0 1 0 1 0 1	→TRACK 7	90 0
* 0 1 0 1 0 1 1 1	* 1 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1	* 1 4 1 0 1 0 1 0 1	→TRACK 8	110 +1

NOTE THAT THE TONIC OF THE CHORD (THE 1 ROW) IS PLAYED ON TRACK 5
 THE 3rd OF THE CHORD IS PLAYED ON TRACK 6
 THE 5th IS PLAYED ON TRACK 7
 AND THE *TH ON TRACK 8

- By setting the OCTAVES of TRACKS 5,6,7, and 8, you can define ChordPlay in wide, open chords or in tight, same-octave chords..or in any kind of inversion
- By setting the VOLUMES (velocities) of TRACKS 5,6,7, and 8, you define the dynamics of ChordPlay. In this example TRACKS 6 and 8 are emphasized

THE HOW TO...OF Chords Control

To change a Chord fingering or to create a fingering or to turn Chord Play ON	Call the Chord Play Menu
To create a NEW Fingering with which to play the Chord Prog created by the X Parent	From the Chord Play Menu Select <u>Create New Chord Fingering</u>
To SAVE a Fingering that you have created	From the Chord Play Menu Select <u>Fingering</u>
To LOAD a fingering that was previously saved	From the Chord Play Menu Select <u>Load Chord Fingering</u>
To DELETE a Fingering that was previously saved	From the Chord Play Menu Select <u>Del Chords</u>
To EDIT or CHANGE a Fingering	From the Chord Play Menu Select <u>Edit Chord Fingering</u>
To SOLO the SONG (i.e. to hear only Tracks 1-4)	From the Chord Play Menu Select <u>Song</u>
When Chord Play is ON, to SOLO a fingering (and thus to hear only the Chord Play on tracks 5-8)	From the Chord Play Menu Select <u>Solo Chord</u>
To TURN OFF Either SOLO SONG or SOLO CHORD	From the Chord Play Menu Select <u>Turn Solo Off</u>
To TURN OFF ChordPlay	From the Chord Play Menu Select <u>Turn ChordPlay Off</u>

CHORD TUTORIAL 1:
HOW TO LOAD A CHORD FINGERING

1| From the ChordPlay Menu

Select the Load Chord Fingering option.

2| A Menu Listing the names of Chord Fingerings saved in your system will pop up.

3| Use ARROWS to Move to the desired Fingering

4| Press <ENTER> to select the Highlighted Fingering

1.The ChordPlay Menu will pop back on screen.

2.The Chord Fingering you selected is now Loaded

3.The Name of the Fingering appear on the bottom line of the ChordPlay Menu.

5| NOTE:

1.When ChordPlay is ON,

.....The ChordPlay Menu offers the option to Turn ChordPlay OFF.

2.When ChordPlay is OFF,

.....The ChordPlay Menu offers the option to Turn ChordPlay ON.

CHORD TUTORIAL 2:

HOW TO EDIT A CHORD FINGERING

1| The Fingering to be Edited is the Fingering currently in memory

If your ChordPlay Menu does not show ChordPlay is Now ON
...then there is no Fingering in memory to Edit

2| From the ChordPlay Menu

Select the Edit Chord Fingering option.

The Which-Part-To-Edit Menu pops-up!

3| Select Which Part you wish to Edit

Beat 1 of that Part's Fingering will appear

4| Press <PgDn> to see the next Beat's Fingering.

5| Press

to DELETE the pattern for the currently displayed beat

6| Enter the New Fingering for the Part and Beat Shown..

Then Press <PgDn>

**CHORD TUTORIAL 3:
HOW TO SAVE A CHORD FINGERING**

1 The Fingering to be Saved is the Fingering currently in memory.

2 From the ChordPlay Menu

Select the Save Chord Fingering option.

The Enter Name Menu pops-up!

3 1. Type in a name to give to the the fingering currently in memory that you wish to save

2. Press <ENTER>

Part A Fingering
1 1 1 1 1 1
2 1 1 1 1 1
3 1 1 1 1 1
4 1 1 1 1 1
5 1 1 1 1 1
6 1 1 1 1 1

Part B Fingering
1 1 1 1 1 1
2 1 1 1 1 1
3 1 1 1 1 1
4 1 1 1 1 1
5 1 1 1 1 1
6 1 1 1 1 1

When you have finished entering the fingering for Part A Fingering, Part B Fingering, and the Fingering Part for Part C Fingering will automatically appear.

When you have finished entering the fingering for Part A Fingering, Part B Fingering, and the Fingering Part for Part C Fingering will automatically appear.

CHORD TUTORIAL 4:
HOW TO CREATE A NEW CHORD FINGERING

1 From the ChordPlay Menu

Select the Create New Fingering option.

A Fingering Form will automatically appear.

It is the Form for Part A Beat one

Part A_Beat 1

1 | _____ |
3 | _____ |
5 | _____ |
* | _____ |

2 Your cursor should be in the left-most box in the top row..

Type 4 and press <Enter>

Part A_Beat 1

1 | 4|0|0|0|
3 | _____ |
5 | _____ |
* | _____ |

Note: Because you enter the number 4 ...the 1 note of the chord will be held for the full duration of the beat ...Therefore, The MUSIC Creator™ has automatically filled in Zeros for the remaining 3 entry boxes in that row and has moved your cursor to the next valid entry box...in this case, the first box on the next row.

CHORD TUTORIAL 4:
HOW TO CREATE A NEW CHORD FINGERING (CONTINUED)

3 Fill in the Form to show how the first beat in each measure of part A is to be played

Part A Beat 1
1 14101010
3 10101011
5 10101011
* 14101010

When you have entered the fingering for Part A BEAT 1
...Hit < PgDn >...and the Fingering Form for Part A Beat 2 will automatically appear.

4 Fill in the Form to show how you want beat 2 of each measure of Part A to be played

Part A Beat 2
1 10101011
3 10101110
5 10110101
* 11010101

When you have finished entering the fingering for Part A Beat 2
...Hit < PgDn >....and the Fingering Form for Part A Beat 3 will automatically appear.

CHORD TUTORIAL 4:

HOW TO CREATE A NEW CHORD FINGERING (CONTINUED)

5| Fill in the Form to show how you want the third beat in each measure of part A to be played

Part A Beat 3

1 141010101
3 101010111
5 101010111
* 141010101

When you have finished entering the fingering for Part A Beat 3
...Hit the PgDn key....and the Fingering Form for Part A Beat 4
will automatically appear.

6| Fill in the Form to show how you want beat 4 in each measure of part A to be played

Part A Beat 4

1 111010111
3 101111101
5 101111101
* 111010111

When you have finished entering the fingering for Part A Beat 4
...Hit the PgDn key....and the Fingering Form for Part A1 Beat 1
will automatically appear.

7| Continue to fill in the Forms to show how you want the four beats in Part A1 to be played and then the four beats in each measure of part A2 to be played

A Chord-Naming Convention

Chord fingerings are not saved onto Albums. They are saved separately. In order to quickly and easily find the Chord fingering for a particular song, we have established the following name convention: A song name of Classy.arpeggio indicates that there is a Chord Fingering named arpeggio is to be loaded.

A SHORT CUT TIP :

TO CREATING A NEW CHORD FINGERING.

AS YOU KNOW:....After entering the fingering for Beat 1 of any Part (A, A1, A2) you can press <PgDn> to call the form for the next Beat ..Beat 2.

BUT:....If, instead of <PgDn> you hit <END> (after entering BEAT 1) THE MUSIC CREATOR™ will assign that Beat 1 fingering to all four beats of that Part.

THEREFORE:

Part A Beat 1
1 |4|0|0|0|
3 |4|0|0|0|
5 |4|0|0|0|
* |4|0|0|0|

Followed by <END> creates:

Part A Beat 1	Part A Beat 2	Part A Beat 3	Part A Beat 4
1 4 0 0 0	1 4 0 0 0	1 4 0 0 0	1 4 0 0 0
3 4 0 0 0	3 4 0 0 0	3 4 0 0 0	3 4 0 0 0
5 4 0 0 0	5 4 0 0 0	5 4 0 0 0	5 4 0 0 0
* 4 0 0 0	* 4 0 0 0	* 4 0 0 0	* 4 0 0 0

AND FURTHERMORE:

....If, after entering Beat 1 and then Beat 2 , you hit <END> then Beat 3 will repeat Beat 1 and Beat 4 will have the fingering of Beat 2.

WHAT DrumMachine DOES FOR YOU

Drums

DrumMachine can play the playing of a DrumMachine. This is caused by combining a Y and a PARENT.

Drum Machine tracks 5 thru 9.

NOTE: BECAUSE THESE ARE 1000 TRACKS & THAT A DRUM BOX AND CHORDPLAY CANNOT BOTH BE USED AT THE SAME TIME

INTRODUCTION

As you know, The MUSIC Creator™ produces four voices. These four voices can be thought of as Drums. Also, we call them Voice 1, Voice 2, Voice 3, and Voice 4.

Track assignments in DrumMachine are as follows: Voice 1 is normally assigned to the Bass Drum. Voice 2 is normally assigned to the Snare Drum. Voice 3 is normally assigned to the Tom. Track 4 is normally assigned to both voices.

DrumMachine has 1000 tracks. Each track can play one of these voices. In the MUSIC Creator™ manual, it is

also known, the construction of these 1000 tracks is based on the hierarchy between the four voices. This is the

Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

The MUSIC Creator™ hierarchy is as follows: 1000 tracks are further divided into four tracks of playing the four voices of the drums for any of the pieces.

1000 tracks are

1000 tracks are divided into four tracks of playing the four voices of the drums for any of the pieces.

Track 1 plays the Bass Drum at 75% of the time.

Track 2 plays the Snare Drum at 75% of the time.

Track 3 plays the Tom at 75% of the time.

Track 4 plays the Bass Drum at 25% of the time.

modifi
almer
commod
shel
lent

DRUM BOX

- Done
- New Drum Set
- New Drum Rhythm-Patterns
- New Drum Rhythm-Melodics
- Next Drum Set
- Next Drum Rhythm
- Solo Song (Track 1-4)
- Solo Drum (Track 5-8)
- Turn Solo OFF
- Create New Drum Part
- Turn DrumBox OFF
- Move:↑↓ Pick: Enter Key

Fig. 6a. The DrumBox Menu

WHAT DrumBox DOES FOR YOU

Drums

DrumBox generates the playing of a DrumMachine "Song" created by combining a Y and a Z PARENT

Drum Box uses Tracks 5 thru 8

NOTE: BECAUSE THEY BOTH USE TRACKS 5 THRU 8, DRUM BOX AND CHORDPLAY CANNOT BOTH BE USED AT THE SAME TIME!

INTRODUCTION

As you know, The MUSIC Creator™ produces four original voices for each "Song". These four voices can be thought of as Soprano, Alto, Tenor, and Bass. We call them Voice 1, Voice 2, Voice 3, and Voice 4.

Track assignment in "normal" play

Voice 1 is normally transmitted on both Tracks 1 and 5

Voice 2 is normally transmitted on both Tracks 2 and 6

Voice 3 is normally transmitted on both Tracks 3 and 7

Voice 4 is normally transmitted on both Tracks 4 and 8

Each of these voices is Monophonic (limited to one note at a time)

As you also know, the construction of these four voices are determined and based on the interplay between relationships defined by 3 Parents (X,Y, and Z Parents).

The MUSIC Creator™'s ChordPlay provides an "Automatic Left Hand" which can use these four tracks to simultaneously play accompaniment chords for any of its pieces.

Track assignment in ChordPlay

Track 1 plays Voice 1 of the Song.

Track 2 plays Voice 2 of the Song

Track 3 plays Voice 3 of the Song

Track 4 plays Voice 4 of the Song

Track 5 plays the Tonic (or Root or 1st) of the chord.

Track 6 plays the 3rd of the chord.

Track 7 plays the 5th of the chord.

Track 8 plays the 4th note in a 4-note chord or the Tonic in a normal 3 note chord

The MUSIC Creator™'s DrumBox provides an "Intelligent Drummer" which uses the second four tracks to play a Drum accompaniment instead.

Track assignment in DrumBox play

Track 1 plays Voice 1 of the Song.

Track 2 plays Voice 2 of the Song

Track 3 plays Voice 3 of the Song

Track 4 plays Voice 4 of the Song

Track 5 plays Voice 1 of the "Drum" Song.

Track 6 plays Voice 2 of the "Drum" Song

Track 7 plays Voice 3 of the "Drum" Song

Track 8 plays Voice 4 of the "Drum" Song

In effect, when using the DrumBox function, The MUSIC Creator™ plays two separate musical pieces simultaneously....
...the "Musical" Song (on Tracks 1 thru 4)
and the "DrumBox" Song (on Tracks 5 thru 7)

DrumBox Composing

Because there are no chords for these "DrumBox" Songs, they require no X Parent in their creation.

Other than their not needing an X Parent, the four DrumBox Voices are composed with The MUSIC Creator™'s XYZ techniques...EXACTLY the way the musical pieces are created with the XYZ Composer. (Except that there is no X Parent for a DrumBox "Song".)

The "DrumBox" Songs are composed by combining a Y Parent and a Z Parent!

The "DrumBox" Y Parent Determines the Pitch of notes played.

As you probably know, Drum Machines assign different pitches to trigger different drum sounds. ...and so the "DrumBox" Y Parent actually determines the drum sounds played by your Drum machine.

DrumBox Y Parent Midi and Pitch assignments chart.

These are the pitches (and Midi numbers) used by the Drum Parents stored in your Music Creator's memory. Also listed are the drum sounds they are designed to "Trigger". Set your drum Machine to play similar sounds for these pitches ...or simply use the Drum Parent Maker/Editor to transpose the notes.

MIDI

NUM.	Note	Drum
75	Eb	Claves
74	D	EMPTY
73	Db	Quijada
72	C	SmbaWhisL
71	B	SmbaWhisS
70	Bb	Maracas
69	A	Cabasa
68	Ab	Low Agogo
67	G	High Agogo
66	F#	Low Timbale
65	F	High Timbale
64	E	Low Conga
63	Eb	High Conga
62	D	Mt High Conga
61	Db	Low Bongo
60	C	High Bongo
59	B	EMPTY
58	Bb	EMPTY
57	A	EMPTY
55	G	EMPTY

NUM.	Note	Drum
53	F	EMPTY
52	E	EMPTY
51	Eb	Ride Cym
50	D	Acou Hi Tom
49	Db	Crash Cym
48	C	Acou Hi Tom
47	B	Acou Mid Tom
46	Bb	Open Hi Hat 1
45	A	Acou Mid Tom
44	Ab	Open Hi Hat 2
43	G	Acou Low Tom
42	Gb	Clsd Hi Hat
41	F	Acou Low Tom
40	E	Elec SD
39	Eb	Hand Clap
38	D	Acou SD
37	Db	Rim Shot
36	C	Acou BD
56	Ab	CowBell
54	Gb	Tambourine

The "DrumBox" Z Parent

The "DrumBox" Z Parent Determines the Rhythmics played.

DrumBox allows you to select as the Z Parent EITHER a Drum Parent (accessible from the DrumBox Menu "Rhythmics" option or a Song Parent (accessible from the DrumBox Menu "Melodics" option

THE HOW TO ... of **DrumPlay** control

To change the DrumPlay, or to create a New Drum part, or to turn DrumPlay On or Off	Call the Drum Compose Menu
To change the Drum Set	Change the Y DrumParent
To change the Rhythmic	Change the Z DrumParent
To use a Z Parent from a Drum family	From the Drum Compose Menu Select the Pattern option.
To use a Z Parent from a Song family	From the Drum Compose Menu Select the Melodics option.
To SOLO the DrumPlay.	From the Drum Compose Menu Select the Solo Drum option.
To SOLO the Music part ...without the Drums i.e. to solo Tracks 1-4	From the Drum Compose Menu Select the Solo Song option.
To turn Off EITHER the Drum Solo or the Song	From the Drum Compose Menu Select the Solo Off option.
To change the Midi Channel	Select the Midi Channel option.
To suppress the sending of MIDI Program Change (Patch Number)	Select the Turn Patch OFF option.
To SOLO any Track of the DrumPlay (Tracks 1-4).	From the Instrumentation Menu Select the Edit Track option. for Track 5,6,7,or 8 and then Edit that Track.

WHAT Fade Does FOR YOU

fade

You can use Fades to set the length (in frames) of a "Fade in" and for a "Fade out".

THE HOW TO ... of Fade Control

Press F for the Fade Menu and choose

1. The Frame to "Fade in" to and
2. The Frame to "Fade out" to.

Album

Chords

Drums

Fade

Inst

Key

Length

Master

Name

Play

Que

Tempo

Xyz

011

025

1000 of 0 items

Wipe Done: Please Enter Key

Wipe Done: Please Enter Key

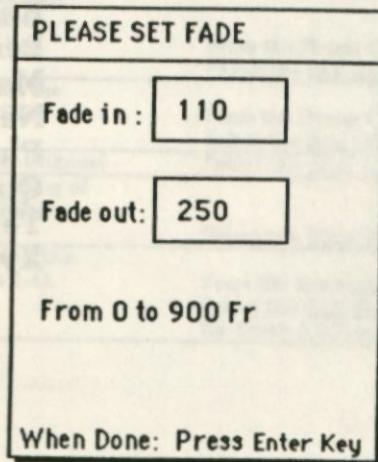


Fig. 7. The Set Fade Menu

WHAT **Fade** DOES FOR YOU

Fade:

You can use **Fade** to set the length (in Frames) of a "Fade in" and /or a "Fade out".

THE HOW TO ...of **Fade** Control

Press **F** for the **Fade** Menu and enter:

1. The Frame to "Fade in" to.
and
2. The Frame to "Fade out" from.

Note: In the same way that a minute may be divided into seconds, a second can be divided into "Frames"..... there are 30"Frames" in each second in the NTSC Standard and 24 "Frames" per second in the PAL Standard. You Can Switch Your MUSIC Creator's timing between the two Television standards by pressing the DEL Key.

WHAT The Controller Does For You

WHAT IT DOES

The MUSICO Control™ consists of eight lines of musical information simultaneously. Each of these lines is called a Track.

Each of the eight Tracks is controlled by:

(A) 4 buttons on the control panel.

Each of the eight Tracks can be controlled separately (e.g. 1st track, 2nd track, 3rd track, 4th track, 5th track, 6th track, 7th track, 8th track).

(B) 4 buttons on the control panel.

All of the eight Tracks can be controlled together (e.g. 1st track, 2nd track, 3rd track, 4th track, 5th track, 6th track, 7th track, 8th track).

Album

Chords

Drums

Fade

Inst

Key

Length

Master

Name

Play

Que

Tempo

Xyz

THE HOW TO... of Instrument Control

To PULL the Instrumentation
of a specific Track

WHAT THIS DOES	
1st	2nd
3rd	4th
5th	6th
7th	8th

Inst	Key
Length	Length
Master	Master
Name	Name
Play	Play
Que	Que
Tempo	Tempo
Xyz	Xyz

current nibl don't actl 8.018

current 230MADJ QADJ actl bna

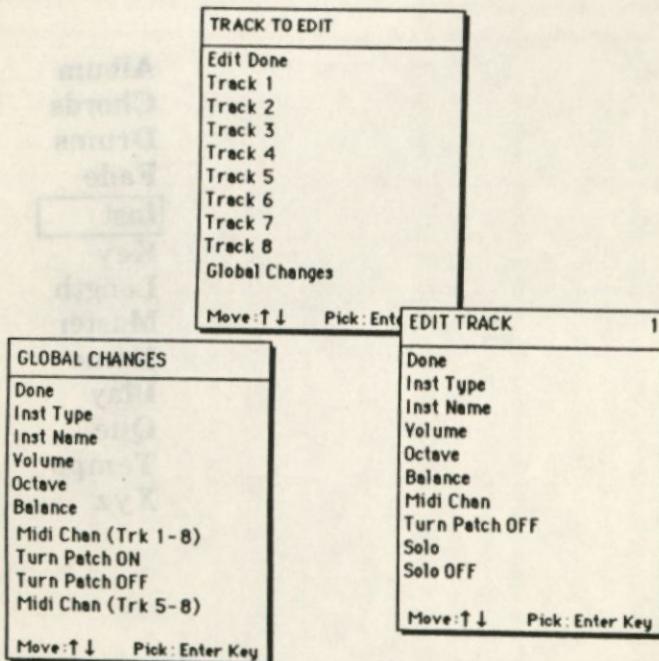


FIG. 8. The Track Edit Menus
and The GLOBAL CHANGES Menu

WHAT **Instrument** DOES FOR YOU

TRACKS:

The MUSIC Creator™ controls eight lines of musical information simultaneously. Each of these lines is called a Track.

Each of the eight Tracks is monophonic
(i.e. transmits one note at a time)

Each of the eight Tracks can be independently controlled and set:
(e.g. set volume, octave, Midi channel, balance, patch or voice etc. for each)

All of the eight Tracks can be controlled and set together, Globally:
(e.g. set Midi 2 for all tracks)

THE HOW TO ... of **Instrument** control

To Edit the Instrumentation of a specific Track

Press I for the **Instrumentation Menu**
Then select the **Track** (1 thru 8) whose instrumentation you wish to change and the **Edit Track Menu** will appear

To Globally Edit the Instrumentation of all Tracks

Press I for the **Instrumentation Menu**
Then select the **Global Changes** and the **Global Changes Menu** will appear

Changes which can be made to any one of the eight Tracks
from the **Edit Track Menu**

To change the <u>kind</u> of Voice being used (e.g. to change from Strings to an Organ Sound)	Select the <u>Inst Type</u> option.
To change to another Voice of the <u>SAME</u> type (e.g. to switch from Flute to Piccolo)	Select the <u>Inst Name</u> option.
To change the <u>Volume</u>	Select the <u>Volume</u> option.
To change the <u>Balance</u>	Select the <u>Balance</u> option.
To change the <u>Octave</u>	Select the <u>Octave</u> option.
To change the <u>Midi Channel</u>	Select the <u>Midi Channel</u> option.
To suppress the sending of <u>MIDI Program Change</u> (Patch Number)	Select the <u>Turn Patch OFF</u> option.
To <u>SOLO</u> <u>any</u> <u>Track</u> .	Select <u>SOLO</u>
To turn <u>SOLO OFF</u> for <u>any</u> <u>Track</u> .	From any <u>Track Edit Menu</u> Select <u>Solo OFF</u>

Changes which can be made to all eight Tracks at the same time
from the **Global Changes Menu**

To change the <u>kind</u> of Voice being used (e.g. to change from Strings to an Organ Sound)	Select the <u>Inst Type</u> option.
To change to another Voice of the <u>SAME</u> type (only if the same <u>Inst Type</u> is on all Tracks)	Select the <u>Inst Name</u> option.
To change all the <u>Volumes</u>	Select the <u>Volume</u> option.
To change all the <u>Balance</u>	Select the <u>Balance</u> option.
To change all the <u>Octaves</u>	Select the <u>Octave</u> option.
To change all the <u>Midi Channels</u>	Select the <u>Midi Channel</u> option.
To suppress the sending of all <u>MIDI Program Change</u> (Patch Number)	Select the <u>Turn Patch OFF</u> option.

Instrument Groups:

The Voices or Instruments listed in the InstFile are organized into Groups. Each Group represents a different type of Instrument. The following is a complete list of the MUSIC Creator's™ InstGroups...next to each Group we have listed some of the instruments you would find in that group.

Notice that the Groups are listed in Alphabetical order the way they appear in your system when you select the **Inst Type** option from the **Edit Track Menu** or the **Global Changes Menu**.

Notice also that each group has two names....first a general category such as KBD (for Keyboard) in UPPER CASE LETTERS and then a more specific name in lower case letters, such as Organ, Piano, etc.

BLOWN Brass

The first of the BLOWN INSTRUMENTS Groups

Includes the BRASS instruments.such as Trombone, Brass ensemble, Trumpet, Tuba, etc

BLOWN Flutes

Includes the Flute-like instruments.such as Flute, Piccolo, Whistle, etc.

BLOWN Horns

Includes the Horn instruments.such as Horn, English Horn, French Horn, etc.

BLOWN Reed

Includes the Reed instruments.such as Saxophone, Accordion, Clarinet Harmonica, Oboe, etc.

FX Orchestra

The first of the Four EFFECTS (FX) Groups

Effects that simulate a group sound such as Orchestra Hit

FX Sounds

Sound Effects Real-world sounds like Tweety Birds, car horns, Telephone, etc.

FX Strange

Strange Effects (FX) the weird stuff that won't fit into the other Effects definition

FX Voices

Voice Effects (FX) ..Basically Chorale, human voice stuff

KBD Elec Piano

The first of the Five KEYBOARD Groups

Includes all Electric Piano sounds

KBD Organ

Includes all Organ sounds...Pipe Organ, Electric Organ, Portable Organ etc

KBD Others

All Keyboard sounds that won't fit into the rest of the Keyboard categories, includes Harpsichord, Clavier, Celeste, etc.

Instrument Groups (continued)

KBD Piano

All the Piano sounds (other than Electric Piano) includes Piano, HonkyTonk, Grand Piano etc.

KBD Synthesizer

All the "Synthy" sounds such as Fantasy, Square Wave, VOX, FunkSynth, etc.

PERC Bells

The first of the Four PERCUSSION Groups

Includes all the Bell sounds

PERC Drum

Includes all the Drum Sounds, Snare Drum, Timpani, etc.

PERC Mallet

Includes all the Instruments played with a Mallet...Vibes, Marimba, Xylophone, Glockenspiel, etc.

PERC Others

All the PERCUSSION sounds that won't fit into the rest of the PERCUSSION categories, includes Triangle, Cymbal, Castanets, etc.

STRINGS Bass

The first of the four STRINGS Groups

All the non-electric Bass sounds such as Bass, Wood Bass, Double Bass, etc.

STRINGS Bowed

All the string instrument played with a bow such as the Violin, Cello, etc.

STRINGS El Bass

All the Electric Bass sounds.

STRINGS Plucked

All the Plucked String sounds other than the BASS or ELECTRIC BASS sounds. Includes Harp, Guitar, Electric Guitar, Sitar, Koto, and sounds such as Pizzicato

WHAT KEY DOES FOR YOU

KEY:

The NATURAL KEY of music composed on The MUSIC Creator™ is the Key of its X Parent.

Use Key to instantly Transform to any KEY (Bb, Bb, Bb, C etc.)

The Display Screen shows the Key under the Y-axis instrument and track listing.

THE HOW TO ... of KEY control

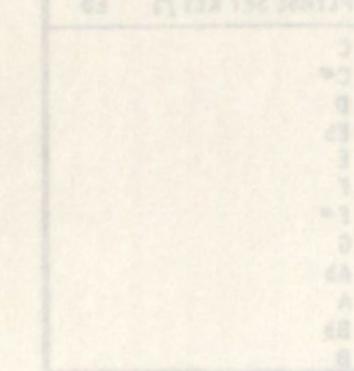
From X for the Key Menu and select.

1. NATURAL KEY

or

2. SPECIAL KEY

or



Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

128 128 128 128 128 128 128 128 128 128

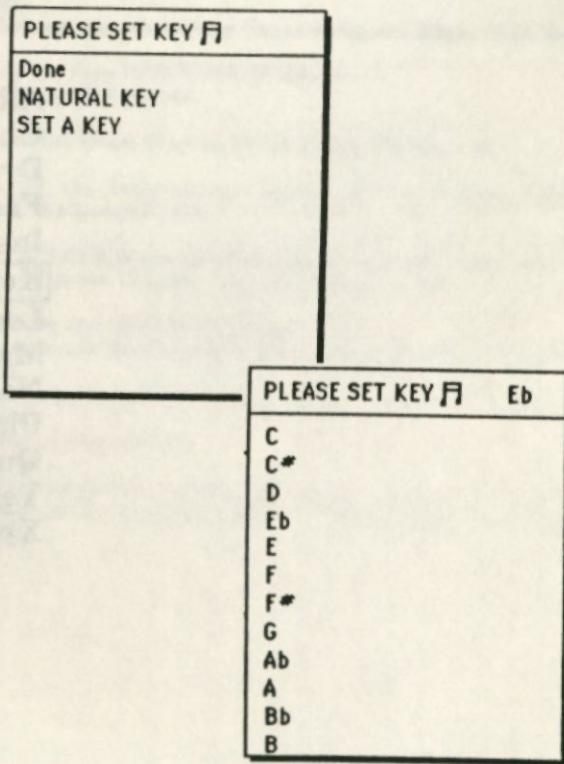


Fig. 9 The Set Key Menus

WHAT **Key** DOES FOR YOU

KEY:

The NATURAL KEY of music composed on The MUSIC Creator™ is the key of its X Parent.

Use **Key** to instantly Transpose to any Key (Bb, F#, C etc.)

The Display Screen shows the Key under the instrument and track listing.

THE HOW TO ... of **Key** control

Press **K** for the **Key** Menu and select:

1. NATURAL KEY
- or
2. SET A KEY

Album
Chords
Drums
Lane
Inst
Key
Length
Mister
Name
Play
Que
Tempo
Xyz

JOY RON BACH 1992 TAHN

ad2 no hingguan sigeran 1993 JASUTAK off
Jasutak 16 ngele uul sige "Majapahit" off

1993 jasutak 16 ngele uul sige "Majapahit" off
Jasutak 16 ngele uul sige "Majapahit" off

1993 jasutak 16 ngele uul sige "Majapahit" off
Jasutak 16 ngele uul sige "Majapahit" off

1993 jasutak 16 ngele uul sige "Majapahit" off

Fig. 9. The first Kaylonan

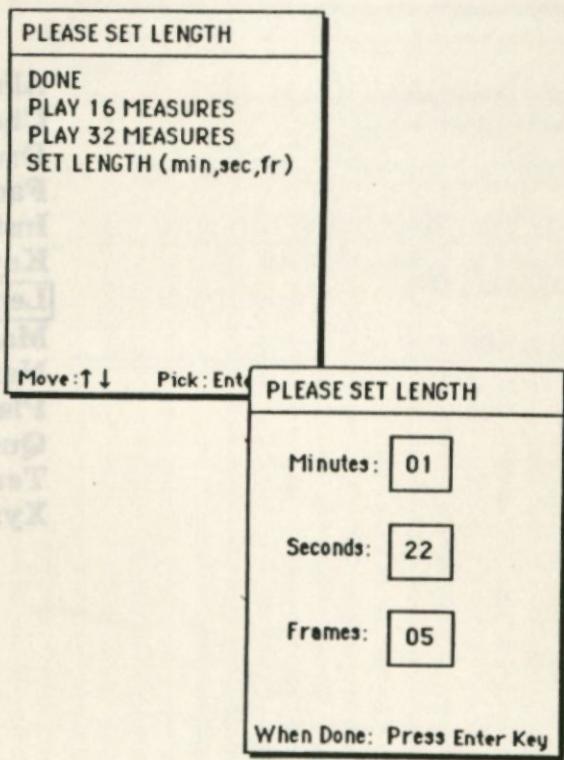


Fig. 10. The Set Length Menus

WHAT Length DOES FOR YOU

LENGTH: The Natural Length of music composed on The MUSIC Creator™ is 16 measures.

Length offers you three options:

1. Play the basic 16 Measure length
2. Play 32 Measures ..(playing the 16 measures twice)
3. Set Length (Min, Sec, Fr)*

***Set Length (Min, Sec, Fr)** , the third option, provides you with a way to change a musical piece by having it Re-Compose itself to any desired length, using Artificial Intelligence to add or delete notes and passages...in effect stretching, or shrinking itself to match your request.... without any change in Tempo.

Your request will be in minutes, seconds, and frames.(Frame is a technical term used in Film and Video to express a small part of a second...)

Note: In the same way that a minute may be divided into seconds, a second can be divided into "Frames"..... there are 30 "Frames" in each second in the NTSC Standard and 25 "Frames" per second in the PAL Standard. You Can Switch Your MUSIC Creator's timing between the two TV standards by pressing the DEL Key.

THE HOW TO ... of Length control

Press **L** for the **Length** Menu and select:

1. PLAY 16 MEASURES
2. PLAY 32 MEASURES
- or
3. SET A LENGTH (min,sec,fr)

MASTER LIBRARY

- Done
- New Name
- Make New Album
- Another Album
- Save As Is
- Delete From Album
- Save As A New Parent
- Delete A Parent
- Rename A Parent
- Save As Ascii File

Move:↑↓ Pick: Enter Key

Fig. 11. The Master Library Menu

WHAT Master DOES FOR YOU

MASTER LIBRARY:

The Master Library Menu is a tool which enables you to work with your Album library (save, delete, rename cuts...create new Albums etc.) and to save a generated piece of music as a brand new Parent.

THE HOW TO ... of Master control

For the Master Menu	Press M
To Save a musical piece onto an album.....	Press M to get to the Master Menu Then select the Save As Is option.
To Create a new album	Press M to get to the Master Menu Then select the Make New Album option.
To Save a musical piece from a selected album onto a different album	Press M to call the Master Menu Then select the Another Album option.
To Delete a musical piece from a selected Album .	Press M to call the Master Menu Then select the Delete option.
To change or give a New name to a musical piece	From the Master Menu Then select the New Name option.
To Save a musical piece as a new Parent	Press M to get to the Master Menu Then select the Save As New Parent option. Then select Save The Song
To Save a musical piece as an Ascii File	Press M to get to the Master Menu Then select the Save As Ascii File option.
To Save a Drum piece as a new Parent	Press M to get to the Master Menu Then select the Save As New Parent option. Then select Save The Drum Part
To Delete a Parent	Press M to get to the Master Menu Then select the Delete A Parent option
To Rename a Parent	Press M to get to the Master Menu Then select the Rename A Parent option.

Some naming conventions

Album Names...The names of your Albums will appear in alphabetical order, therefore in order to be able to keep things organized and easy to find you might want to give a two-part name to each album, for example...HAPPY-classic might be one album and HAPPY-funky might be another. your Album list would then look something like this:

Albums

GENRE-comedy
GENRE-cowboy
GENRE-mystery
HAPPY-classic
HAPPY-funky
SAD-classic
SAD-funky

Song Names...The names of songs saved on your Albums will appear in alphabetical order...but Chord fingerings are not saved onto Albums. They are saved separately. In order to quickly and easily find the Chord fingering for a particular song, we have established the following name convention: A song name of Classy.arpeggio indicates that there is a Chord Fingering named arpeggio is to be loaded.(songname,period,Chord Fingering name)

Names

Classy.arpeggio
Happy Daze.syncop
Mario's Tune.arpeggio
The Magic House
Island Music 1.arpeggio
Island Music 2.arpeggio
Super Sam .each beat

-Page65-

NAMES page 001 of 005

Dramatic Dawn
Feeling Good
Feeling Happy
Go Go Mood
Hairy Harry
Just Foolin
Kiss Kiss
Love em All
Morning Mood
New Day

Move:↑ ↓ Pick: Enter Key
For More: Press Pg Dn Key

Fig. 12. The Names Menu

WHAT **Name** DOES FOR YOU

NAME:

An Album is a group of musical pieces which have been created in The MUSIC Creator™ system and which have been stored together. Each musical piece that has been stored on an Album has its own **Name**.

Once you are working with a piece selected from an Album, **Name** provides you with a quick way to find and play back other pieces that were stored on the same Album.

NOTE: Selecting a second musical piece from the Album Library will, of course, replace the piece currently in memory.

THE HOW TO ... of **Name** control

To select a musical piece from the currently selected Album

Press **N** to call the **Name** Menu and select the **Name** of the piece from the list.

A Song-Naming Convention

Chord fingerings are not saved onto Albums. They are saved separately. In order to quickly and easily find the Chord fingering for a particular song, we have established the following name convention: A song name of Classy.arpeggio indicates that there is a Chord Fingering named arpeggio is to be loaded...Therefore, AFTER loading the song Classy.arpeggio Press <C> to call the ChordPlay menu and load the fingering called arpeggio.

DO YOU HAVE ENOUGH TIME?

Today's society has become so busy and media saturated that it's hard to find time to do what's important. Between work, family, and social obligations, it's easy to feel like there's not enough time in the day. However, there are ways to manage your time more effectively and still have time for the things that matter.

One way to manage time more effectively is to prioritize tasks. Make a list of everything you need to do and prioritize it by importance. Focus on the most important tasks first and delegate less important ones to others. This will help you stay on track and avoid feeling overwhelmed by a never-ending list of things to do.

Another way to manage time effectively is to create a schedule. Set aside specific times for work, family, and leisure activities. This will help you stay organized and avoid last-minute rushes. It's also a good idea to leave some time for unexpected events or emergencies.

STRATEGIC DAWN

Feeling Good — **before 6:00 AM** is ... **more alert**
Thinking Deeply

Getting Ready — **6:00 AM to 7:00 AM**

more focused **more alert**
more energetic

Breakfast

Workouts

Getting Ready

Getting Ready

more focused **more alert**

Workouts

Breakfast

Getting Ready

Getting Ready

more focused **more alert**

Workouts

Breakfast

Getting Ready

Getting Ready

more focused **more alert**

Workouts

Breakfast

Getting Ready

Getting Ready

more focused **more alert**

Workouts

Breakfast

Getting Ready

Getting Ready

more focused **more alert**

Fig. 12: The Morning Schedule

Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name

Play
Que
Tempo
Xyz

WHAT **PLAY** DOES FOR YOU

PLAY

To Play a musical piece Press **P**.

THE HOW TO ... of **Play** control

To Play a musical piece

Press **P** to **Play** the piece.

The word **WAIT** will flash on your screen for a few seconds...then it will turn to **PLAY** and will play the piece piece If a piece has been **Qued** first, then the start of play will be instantaneous . If precise, instant start of play is important to you... **Que** before **Play**....if not then just hit **P** and there will be a slight delay as The **MUSIC Creator™** **Ques** itself and then begins **Play**.

JOY SON BONG GUN TAHW

basic function with no Q until... until I'm not a Q that's not

feeling 91% to 100% WONT

... with much of the world
now no doubt how I AM here with
you at work, because we're all aware
because a YARD of YARD is not
just four feet and seven and a half yards
of the yard's a yard with each
feet, so we're all aware
and... now we're aware of what's to come
but I did know, now we're... you're
soft as velvet, so it's a soft time
but I did know, now we're... you're

Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

WHAT Que DOES FOR YOU

Que

For instant, push of a button Play....first Que the selected piece.

THE HOW TO ... of Que control

To Que a musical piece

Press **Q** to **Que** the piece.
 The word **WAIT** will flash on your screen for a few seconds...then it will turn to **READY** to **PLAY** a musical piece. If a piece has been **Qued** first, then the start of play will be instantaneous. If precise, instant start of play is important to you... **Que** before **Play**...if not then just hit **P** and there will be a slight delay as The **MUSIC Creator™** **Ques** itself and then begins **Play**.

Album
Chords
Drums
Fade
Inst
Key
Length
Master
Name
Play
Que
Tempo
Xyz

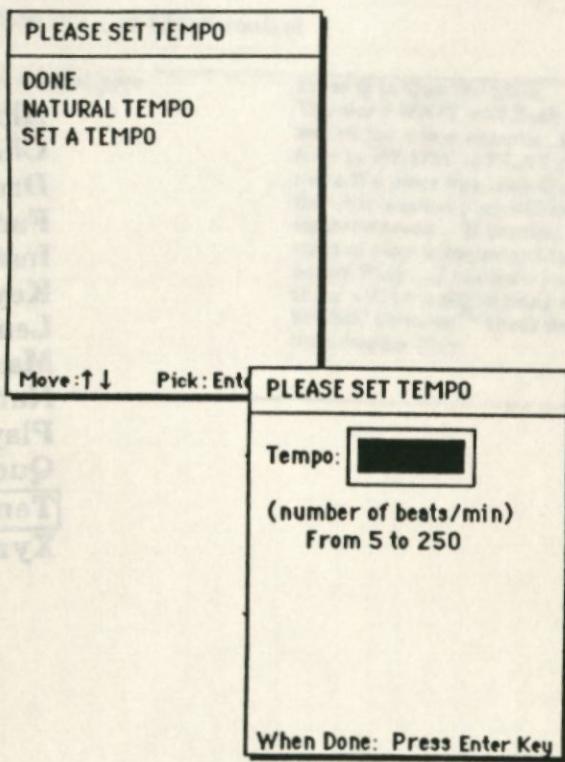


Fig. 13. The Set Tempo Menus

WHAT **TEMPO** DOES FOR YOU

TEMPO

To set the **Tempo** of a musical piece...without changing its Length !

Tempo also provides you with a way to change a musical piece by having it Re-Compose itself to any desired Tempo, using Artificial Intelligence to add or delete notes and passages...in effect stretching, or shrinking itself to match your request.... without any change in Length.

NATURAL TEMPO is the Tempo of the Z Parent.

SET TEMPO allows you to request any Tempo from 5 to 250 beats per minute.

NOTE: If you are playing a piece at Natural Length (or Double Natural Length)....reset the Length after changing the **Tempo**.

THE HOW TO ... of **Tempo** control

Press **T** for the **Tempo** Menu and select:

1. NATURAL TEMPO
- or
2. SET A TEMPO

WHAT XYZ DOES FOR YOU

XYZ COMPOSING

The MUUSIC Creator™ can compose new and original music by "breeding" and "cross-breding" musical "Families" which are stored in its banks of "Families".

Each Family is a related group of Families.

Some Families have names such as BACH and CAGE. Other Families have names like BLUES and BAROQUE. Still others are named TENSION and FUSION.

The MUUSIC Creator™ system uses these Families to create original, diverse compositions. Each of the three Families can do something different.

In general:

• The X ELEMENT	handles the composition of the Melodic Progression.	610
	I and contribute to the Harmonic Progression and creation of the Melodic Progression.	610
• The Y ELEMENT	handles the composition of the Harmonic Progression and determines the type of Melodic Progression.	610
• The Z ELEMENT	handles the composition of the Melodic Progression and creation of the Harmonic Progression.	610
	X → Y derive	
	Y → Z derive	

THE HOW TO... of XYZ control

• Press the X button to start a Melodic Progression. Press the Y button to start a Harmonic Progression. Press the Z button to start a Melodic/Harmonic Progression.

• Press the X button to stop a Melodic Progression.

• Press the Y button to stop a Harmonic Progression.

• Press the Z button to stop a Melodic/Harmonic Progression.

• Press the X button to start a Melodic Progression.

• Press the Y button to start a Harmonic Progression.

• Press the Z button to start a Melodic/Harmonic Progression.

• Press the X button to stop a Melodic Progression.

• Press the Y button to stop a Harmonic Progression.

• Press the Z button to stop a Melodic/Harmonic Progression.

media
about
options
sheet
deck
gear
drum
tuner
mixer
verb
eq
eqout
xyz

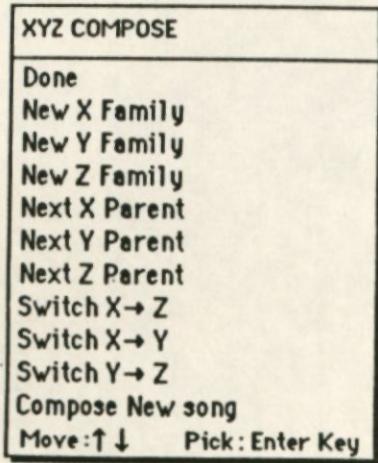


Fig. 14. The Xyz Compose Menu

WHAT XYZ DOES FOR YOU

XYZ COMPOSING:

The MUSIC Creator™ can compose new and original music by "breeding" and "cross-breeding" musical "Parents". which are stored in its banks of "Families".

Each Family is a related group of Parents.

Some Families have names such as BACH and CHOPIN, while other Families have names like BLUES and BAROQUE, and still others are named TENSION and FUNNY.

The MUSIC Creator™ system uses three Parents to create a new, original, daughter composition. Each of the three Parents contributes something different.

In general:

- **The X PARENT determines the tonic notes of the Chord Progression.**
(and contributes to the Harmonic "feel" and aids in the creation of the Melodics)
- **The Y PARENT dominates the creation of the Melodics**
(with the assistance of the X and the Z parents)
(and determines the "type" of Chord ...i.e. 7th, Minor, Diminished, etc.).
- **The Z PARENT donates Rhythmic relationships**
(and aids in the creation of the Melodics).

THE HOW TO ... of XYZ control

For the XYZ Compose Menu	Press X
To Compose a New Musical Piece	From the XYZ Compose Menu Select the <u>Compose New Song</u> option.
To change the Composition of a Musical Piece	Change one or more of its Parents.
To change the parentage of a Musical Piece	Call the XYZ Compose Menu
To change the Harmonic sense	Change the X Parent.
To change the Melodic sense	Change the Y Parent.
To change the Rhythmic sense	Change the Z Parent.

HOW TO COMPOSE

A Guide to Alternate Methods of Composing Music with The Music Creator System

Just as there is not any ONE way to play a piano, so there are various ways to approach the composing of original music using The MUSIC Creator™ System.

The following pages explain some of these approaches and composing techniques.

This section will be help you to be more effective, creative, and professional.

CONTAINS:

1. Melody-Based Composition
2. Chord-Based Composition
3. Approaches to Cross-Breeding
4. Additive Techniques

Melody-Based Composing

A technique based on the creation of a melody line as the starting point in the creation of a new musical composition

STEP by STEP Tutorial of the MELODY-BASED technique

STEP 1

Press **X** to call the **XYZ Compose Menu**

Select the Compose New Song option.

Enter your choice for X, Y, and Z.

STEP 2

Press **I** to call the **Instrument Menu**

Solo Track 1

STEP 3

Press **P** to Play the Melody line.

STEP 4

Listen to the Melody

STEP 5

"Fix up" the Melody line

Changing X changes the Pitches of some notes

Changing Y changes the Note Pitches more radically

(and changes the Key IF you're in Compose New Song)

Changing Z changes the Rhythms of the Melody line.

(and the Tempo IF you're in Compose New Song)

STEP 6

Preview another Voice or two (or three)

by SOLOING Tracks 2, 3, and 4.

The Volumes of any under-par Voices should be set to Zero.

STEP 7

Press **I** to call the **Instrument Menu**.

Create an orchestration for your composition.

STEP 8

Press **M** to call the **Master Library Menu**.

Select the New Name option to name your piece.

Then Create or Select an Album to store the piece>

Then use the Save As Is option to save the piece on the Album.

STEP 9

Press **C** to call the **ChordPlay Menu**.

Then Load or Create a fingering to enhance your composition.

Then save and name the fingering.

note: Fingerings are not saved with the songs on the Albums

Chord-Based Composition.

A technique based on the creation of a Chord "Bed" as the starting point in the creation of a new musical composition

STEP by STEP Tutorial of the CHORD-BASED technique

STEP 1 Press X to call the XYZ Compose Menu

Select the Compose New Song option.

Enter your choice for X, Y, and Z.

STEP 2 Press C to call the ChordPlay Menu.

Then Load or Create a trial fingering.

(Default Piano is automatically assigned to Trks 5 thru 8)

STEP 3 Select the Solo Chord option.

STEP 4 Press P to Play the Chord fingering Solo.

Listen to the Chord fingering

STEP 5 "Fix up" the ChordPlay line

Changing the X Parent changes the Chord Progression

Changing the fingering changes the way in which the

Progression is played

STEP 6 Press I to call the Instrument Menu

Set the Volumes of Tracks 5 thru 8

Set the Octaves of Tracks 5 thru 8.

STEP 7 Press C to call the ChordPlay Menu.

Turn off the ChordPlay Solo.

STEP 8 Press I to call the Instrument Menu.

Turn off the Volumes on Tracks 2,3, and 4,

STEP 9 Press P to Play the Melody line. on top of your Chord "Bed"

STEP 10 Listen to the Melody

Chord-Based Composition (continued)

STEP 11 "Fix up" the Melody line

Changing Y changes the Pitches of the notes
but will not affect the Chord Root note
played by ChordPlay on Track 1

Changing Z changes the Rhythms of the Melody line.
but will not affect the ChordPlay on Tracks 5 thru 8.
(except that the Tempo changes IF you're in Compose New Song)

STEP 12 Preview another Voice or two (or three)

The Volumes of any under-par Voices should be set to Zero.

STEP 13 Press M to call the Master Library Menu.

Select the New Name option to name your piece.

Then Create or Select an Album to store the piece.

Then use the Save As Is option to save the piece on the Album.

STEP 14 Press C to call the ChordPlay Menu.

Then save and name the fingering.

note: Fingerings are not saved with the songs on the Albums.

Approaches to Cross-Breeding.

Techniques and Thoughts on the mixing of Styles, composers, and "Feels" as a compositional method.

Because The MUSIC Creator™ is the first System ever to allow for the blending and mixing of different styles (cross-breeding) we are learning about new approaches from our users.

The Overview Approach: One Composer-User tells us that he "takes an stereotyped, simplistic overview of each style" ("Blues are Sad" etc.) and then picks the different styles or Composers to cross-breed by thinking of the "Feels" he wants to combine in his new composition . If he wants to create a "Wide open spaces-Sad" piece of musics, for example, he combines Dvorak-Russian-Blues (because, he says, the music of Dvorak has the "Feel" of "Land and wide open spaces" , while Russian music combines the "Feel" of "Land and sadness" , and Blues "communicates sadness").Then he begins "Juggling Parents within those Families" to reach exactly the "Feel" he was searching for...or maybe something "surprising and unique" instead.

The Cautious Approach: Another Composer-User tells us that she "takes a "cautious approach" in which she says that:

FIRST: She picks a basic piece that she likes
(using identical X, Y, and Parents)

THEN : She works with changing the Z Parent only. In this way, she finds that the harmonics " Always work" and the Rhythmics donated by the Z Parent are "Always predictable". She also usually sets the Tempo as Natural Tempo because she believes that to bring " the most character from the Z Parent original"

Approaches to Cross-Breeding (continued)

The What-If Approach: A Composer-User we know takes a Science Fiction kind of approach..." What-if early Japanese had first made cultural contact with Afro-Cubans ...what would the cross-cultural music sound like? "...and so he "Breeds" Japanese-Japanese-Rhumba ...and then to see what that would evolve into with contact with American Black culture he switches the X Parent ...getting into a Blues-Japanese-Rhumba composing "Groove". This particular Composer emphasizes the effect of orchestration in such blends ; " Playing Track One on a Koto or a Sax punches up the Japanese feel or the Bluesy feel, and is an important part of the way I approach my 'What-If composing".

Let Us Know: As more and more Composer-Users become familiar with The MUSIC Composer™ and the Revolutionary power it brings to the composing of music and the Blending and Cross-Breeding of musical styles, new and exciting Composing techniques are being discovered. If you've found another approach to using The MUSIC Creator please let us know about it!

Additive Techniques.

These are techniques which make use of a Sequencer...

Additive-Append: With this technique you create compatible compositions which you then add together with a Sequencer. The Segments created can be "appended" or added together sequentially (First composition one, then composition two, and so on) stringing them together to form a sequence of segments that were each separately composed on your MUSIC Creator. You might, for example, compose a series of pieces each using the same Z Parent and X Parent, but using different Y Parents.

Stacking: With this technique you create compatible compositions which you then "stack" with a Sequencer. (composition one and composition two and composition three all play at the same time) layering them one on top of the other. You might, for example, compose a series of pieces each using the same X Parent and Y Parent, but using different Z Parents, this means that musically each of the pieces (if they are the same Length and Tempo.) will vary only in Rhythmic and be totally harmonious. In this way you might Layer different ChordPlay fingerings and stack a Voice One from composition one and a Voice one from composition two, etc.)

Let Your Imagination Fly: You can, of course, Stack and Add sequences, making use of BOTH of these sequencer-based Additive Techniques.

Additive Techniques (continued)

Transferring Compositions to a Sequencer: You can easily transfer sequences you have composed with your MUSIC Creator™ to any sequencer by either of two simple methods:

1. If you have an external sequencer (either Hardware or Software in another computer)

FIRST: Connect the Midi Out of your PC to the Midi In of the Sequencer

THEN: Play each sequence (Using The MUSIC Composer™) and record the sequence with your Sequencer

2. If you have an internal Sequencer (a piece of sequencer software in the same computer as your MUSIC Creator™)

...AND YOU ARE USING THE MUSIC CREATOR™ PROFESSIONAL

FIRST: Save each sequence as an Ascii file

THEN: Translate each sequence to the Standard Midi File (SMF) format, and use whatever Sequencer software you have to read the SMF files

PARENT BLOCKS

1. Basic Parent Block

4 Families of 4/4 Time Parents

Includes: **FLOWING, FUNNY, SPRING, and TENSION**

4 Families of 3/4 Time Parents

Includes: **WALTZ, PASTORAL, MAZURKA, and MINUET**

Each Family contains **FIVE Parents, Totals 40 Different Parents**

2. CLASSIC MOODS and COMPOSERS Parent Block

8 Families of 4/4 Time Parents

Includes: **BAROQUE, DVORAK, PURCELL, BIZET, STRAUSS,
ROMANTIC, MARCH TIME, and SOLEMN**

5 Families of 3/4 Time Parents

Includes: **BACH, BRAHMS, CHOPIN, TCHAIKOVSKY, and
VERDI**

Each Family contains **FIVE Parents, Totals 65 Different Parents**

3. MANY PEOPLES/LANDS Parent Block

12 Families of 4/4 Parents

Includes: **AMERICAN BLUES, ARAB DRUZE, JEWISH,
OLDWORLD EUROPEAN, FRENCH, ISRAELI, RHUMBA,
MEDITERRANEAN, ITALIAN, JAPANESE, RUSSIAN,
and TANGO**

Each Family contains **FIVE Parents, Totals 60 Different Parents**

This is a List of the Families of Parents in your Basic Parent Pack..

1 Families are either 3/4 or 4/4 time

2 3/4 and 4/4 Parents cannot be bred together.

4/4 FAMILIES

FAMILY NAME | NUMBERS

BAROQUE	195-99
BIZET	1115-119
BLUES	185-89
CJIM	1140-144
DRUZE	1165-169
DVORAK	180-84
FLOWING	110-14
FRENCH	140-44
FUNNY	150-54
HASSID	1155-156
ISRAEL	1150-154
ITALY	175-79
JAPAN	1145-149
MARCH	1120-124
MED	1160-162
OLDWORLD	1125-129
PURCELL	135-39
RHUMBA	1100-104
ROMANTIC	1130-134
RUSSIAN	130-34
SOLEMN	1135-139
SPRING	165-69
STRAUSS	115-19
TANGO	170-74
TENSION	145-49

3/4 FAMILIES

FAMILY NAME	INUMBERS
BACH	155-59
BRAHMS	1110-114
CHOPIN	120-24
MAZURKA	125-29
MINUET	160-64
PASTORAL	15-9
TCHAIKOV	190-94
VERDI	1105-109
WALTZ	10-4

<u>PARENT NAME</u>	<u>SOURCE SONG NAME</u>	<u>SOURCE COMPOSER</u>
Bach 055-Preamb 8	Preambulum VIII F Major	Bach
Bach 056-LittlePreludes3	Little Preludes (#3) Cm	Bach
Bach 057-Preamb 30	Preambulum 30 Dm	Bach
Bach 058-Cantata147	Choral Varn-Cantata 147	Bach
Bach 059-Polonaise	Polonaise from Ste. #2	Bach
Baroq 095-Corelli Sonata1	Sonata	Corelli
Baroq 096-Corelli Sonata2	Sonata	Corelli
Baroq 097-Telemann Sonata	Sonata	Telemann
Baroq 098-Vivaldi Fugue	Fugue	Vivaldi
Baroq 099-VivaldiConcerto	Violin Concerto	Vivaldi
Bizet 115-CarmenOpening	Carmen - Opening	Bizet
Bizet 116-Arlesienne	Arlesienne	Bizet
Bizet 117-Carmen Havanera	Carmen Havanera	Bizet
Bizet 118-Carmen Theme	Carmen	Bizet
Bizet 119 CarmenFarandole	Carmen Farandole	Bizet
Blues 085-Blue Who	Blue Who	E. Aharoni
Blues 086-Blues #86	Blues #86	E. Aharoni
Blues 087-WalkinAndTalkin'	Walkin' and Talkin'	E. Aharoni
Blues 088-TooBlueForYou	Too Blue for You	E. Aharoni
Blues 089-Blue Bones	Blue Bones	E. Aharoni
Brahms 110-Waltz	Waltz in Ab	Brahms
Brahms 111-Symphony2	Symphony #2	Brahms
Brahms 112-Symphony3	Symphony #3	Brahms
Brahms 113-Piano Concerto	Piano	Brahms
Brahms 114-Piano Concerto	P. Concerto #1 (1st mvmnt/4th theme)	Brahms
Chopin 020-PolonaiseMilit3	Polonaise Militaire (3)	Chopin
Chopin 021-Mazurka5	Mazurka #5 (op. 7/1)	Chopin
Chopin 023-Mazurka17	Mazurka #17 (op. 24/4)	Chopin
Chopin 024-MinuteWaltz	Minuet Waltz (op. 64/4)	Chopin

PARENT NAME	SOURCE SONG NAME	SOURCE COMPOSER
CJIM 140	Lyrical Lychee	Meecham
CJIM 141	Oriental Dream	Meecham
Dvorak 080-Humoresque	Humoresque	Dvorak
Dvorak 081-New World Symph	New World Symphony	Dvorak
Dvorak 082-Slavic Dance 1	Slavic Dance	Dvorak
Dvorak 083-Slavic Dance 8	Slavic Dance #8	Dvorak
Dvorak 084-Slavic Dance Bb	Slavic Dance #Bb	Dvorak
Flowing 010-Bells	Bells	Anon
Flowing 011-Der Freischutz	Der Freischutz	Weber
Flowing 012-Arpeggi	Arpeggi	Gounod
Flowing 013-Piano Etude	Piano Etude	Anon
Flowing 014-Schubert	The Trout	Schubert
French 040-CanCan1	Can Can	Offenbach
French 041-CanCan2	Can Can	Offenbach
French 042-ParisianGaiety1	Parisian Gaiety	Offenbach
French 043-Beautiful Helen	Beautiful Helen	Offenbach
French 044-ParisianGaiety2	Parisian Gaiety	Offenbach
Funny 050-LasusTromb	Lasus for Trombone	Fillmore
Funny 051-GladiatorMarch	Gladiators' March	Pouchik
Funny 052-PopGoesWeasle	Pop Goes the Weasle	Anonymous
Funny 053-PixAtExhib	Pix at Exhibition	Moussorgsky
Funny 054-Marionettes	Marionettes	Gounod
Hassid 155-Jewish Melody	Hassidic Jewish	Folk Tune
Hassid 156-Jewish Melody	Hassidic Jewish	Folk Tune
Israel 150-Folk Melody	Israeli	Folk Melody
Israel 151-Folk Melody	Israeli	Folk Melody
Israel 152-Folk Melody	Israeli	Folk Melody
Israel 153-Folk Melody	Israeli	Folk Melody
Israel 154-Folk Melody	Israeli	Folk Melody

<u>PARENT NAME</u>	<u>SOURCE SONG NAME</u>	<u>SOURCE COMPOSER</u>
Italian 075-Italian 1	La Danza	Rossini
Italian 076-Italian 2	William Tell	Rossini
Italian 077-Italian 3	Semiramis	Rossini
Italian 078-Italian 4	Magpie	Rossini
Italian 079-Italian 5	Barbere	Rossini
March 120-March 1	Radetzky March	Strauss
March 121-March 2	Wedding March	Mendelssohn
March 122-March 3	Aida/I	Verdi
March 123-March 4	Aida/II	Verdi
March 124-March 5	Military March	Schubert
Mazurka 025-Mazurka 1	#13 (op. 17/4)	Chopin
Mazurka 026-Mazurka 2	#44 (op. 67/3)	Chopin
Mazurka 027-Mazurka 3	Waltz #1 in Eb (op. 18)	Chopin
Mazurka 028-Mazurka 4	Waltz in C # (op. 64/2)	Chopin
Mazurka 029-Mazurka 5	#48 (op. 68/3)	Chopin
Med 160-Mediterranean 1	Mediterranean	Folk Tune
Med 161-Mediterranean 2	Mediterranean	Folk Tune
Med 162-Mediterranean 3	Mediterranean	Folk Tune
Minuet 060-Minuet 1	Don Juan	Mozart
Minuet 061-Minuet 2	Anna Magdalena	Bach
Minuet 062-Minuet 3	Sonata	Vanhal
Minuet 063-Minuet 4	Sonata	Vanhal
Minuet 064-Minuet 5	Minuet in G	Beethoven
Old World 125-	Hungarian Dance	Lok
Old World 126-	Harry Yanesh: Intermezzo	Kodally
Old World 127-	Harry Yanesh: The Clock	Kodally
Old World 128-	Hungarian Dance	Brahms
Old World 129-	Roumanian Dance	Bartok
Pastoral 005-	Symphony #5	Beethoven
Pastoral 006-	Eroica (Symph. #3)	Beethoven
Pastoral 007-	Unfinished Symph	Schubert
Pastoral 008-	Nocturne	Mendelssohn
Pastoral 009-	Piano Sonata	Vanhal

PARENT NAME	SOURCE SONG NAME	SOURCE COMPOSER
Purcell 035-Trumpet Voluntary	Trumpet Voluntary	Purcell
Purcell 036-Trumpet Tune1	Trumpet Tune	Purcell
Purcell 037-Trumpet Tune2	Trumpet Tune2	Purcell
Purcell 038-Trumpet Air	Trumpet Air	Purcell
Purcell 039-Aria	Aria	Purcell
Rhumba 100-Traditional	Rhumba	Traditional
Rhumba 101-Traditional	Rhumba in Gb	Traditional
Rhumba 102-Traditional	Rhumba in Eb	Traditional
Rhumba 103-Traditional	Rhumba in C	Traditional
Rhumba 104-Folk Tune	Ay Ay	Folk Tune
Romantic 130-Liebesleid	Liebesleid	Kreisler
Romantic 131-Romeo&Juliet	Romeo & Juliet	Tchaikowsky
Romantic 132-Melody	Rubinstn	Rubinstein,
Romantic 133-Elgar	Melody in F	Elgar
Romantic 134-PescPerle	Bizet	Bizet
Romantic 134-PescPerle	Pescatori de Perle	
Russian 030-Katyusha	Katyusha	Folk Melody
Russian 031-Polyuska	Polyuska	Folk Melody
Russian 032-Symph4	Tchaik	Tchaikowsky
Russian 033-Kuybishev	Symphony #4	Folk Melody
Russian 034-Kozaks	Kuybishev	Folk Melody
Russian 034-Kozaks	Kozaks	Folk Melody
Solemn 135-Symph1	Brahms	Brahms
Solemn 136-Festival	Brahms	Brahms
Solemn 137-Verdi	Academy Festival	Verdi
Solemn 138-PeerGynt	Overture	Grieg
Solemn 139-Schubert	Il Forza del Destine	Schubert
Solemn 139-Schubert 9th	Peer Gynt	
Solemn 139-Schubert 9th	Symphony #9	
Spring 065-Aviv	Symphony #1	Brahms
Spring 066-Glory Mornings	Glory Mornings	Brahms
Spring 067-Lady Lucky	Lady Lucky	Verdi
Spring 068-SprngSong	Spring Song	Grieg
Spring 069-Round	Mendl	Schubert
Spring 069-Round	3-Part Round in Eb	
Strauss 015-Blue Danube	Aviv	Naftali
Strauss 016-Wiener Blutt1	Glory Mornings	Naftali
Strauss 017-VoicesOfSpring	Lady Lucky	Naftali
Strauss 018-RosesFromSouth	Spring Song	Mendelssohn
Strauss 019-Wiener Blutt2	3-Part Round in Eb	Schultz
Strauss 015-Blue Danube	Blue Danube	Strauss
Strauss 016-Wiener Blutt1	Wiener Blutt	Strauss
Strauss 017-VoicesOfSpring	Voices of Spring	Strauss
Strauss 018-RosesFromSouth	Roses from the South	Strauss
Strauss 019-Wiener Blutt2	Wiener Blutt	Strauss
Tango 070-LaComparsita	Blue Danube	Strauss
Tango 071-Traditional	Wiener Blutt	Strauss
Tango 072-La Noche	Voices of Spring	Strauss
Tango 073-Serdze Rina	Roses from the South	Strauss
Tango 074-A Media Luz	Wiener Blutt	Strauss
Tango 070-LaComparsita	La Cumparsita	Anonymous
Tango 071-Traditional	Tango	Anonymous
Tango 072-La Noche	La Nocha de Plegarie	Anonymous
Tango 073-Serdze Rina	Serdze/Rina	Anonymous
Tango 074-A Media Luz	A Media Luz	Anonymous

<u>PARENT NAME</u>	<u>SOURCE SONG NAME</u>	<u>SOURCE COMPOSER</u>
Tension 045-	Peer Gynt	Grieg
Tension 046-	The Love of 3 Oranges	Prokofiev
Tension 047-	Symphony #6	Tchaikowsky
Tension 048-	Symphony Fantastic	Berlioz
Tension 049-	Night on Bald Mountain	Mussorgsky
Tchaikowsky-090	Waltz (Symph. #5)	Tchaikowsky
Tchaikowsky-091	Piano Concerto #1	Tchaikowsky
Tchaikowsky-092	Eugine Oneigin	Tchaikowsky
Tchaikowsky-093	Sleeping Beauty (Choc. Soldiers.)	Tchaikowsky
Tchaikowsky-094	Eugine Oneigin - Polonaise	Tchaikowsky
Verdi 105-	La Donna Mobile	Verdi
Verdi 106-	Nabucco	Verdi
Verdi 107-	La Traviata - opening	Verdi
Verdi 108-	Il Forza del Destine	Verdi
Verdi 109-	La Traviata	Verdi
Waltz 000-	Voices of Spring	Strauss, J.
Waltz 001-	Tales of the Vienna Woods	Strauss, J
Waltz 002-	On the Beautiful Danube	Strauss, J
Waltz 003-	Opus 354	Strauss, J
Waltz 004-	Blue Danube	Strauss, J

This is a **Quickie Guide**... to The MUSIC Creator™

CONTAINS:

PLAYING and SOLOING
CHANGING
SELECTING
SAVING
DELETING
CREATING NEW
UNDOING

The QWERTY Keys

PLAYING and SOLOING

Play a musical piece	Press P If the piece has been Qued first, then the start of play will be instantaneous. If precise, instant start of play is important to you Ques before Play ...if not then just hit <P> and there will be a slight delay as The MUSIC Creator Ques itself and then begins Play .
Play a melody Track on a percussion instrument	From the Edit Track Menu Select the Inst Type option. Then select Percussion and the instrument you want.
Play a CLONE of parent SOLO any Track.	Pick the Same Parents for X, Y, and Z .
Turn OFF a Track SOLO	From the Track Edit Menu Select SOLO
SOLO ChordPlay	From the Chord Play Menu Select SOLO
Turn off a ChordPlay SOLO	From the Chord Play Menu Select SOLO OFF
Turn on ChordPlay	From the Chord Play Menu Select Turn ChordPlay ON
SOLO Drums	From the DrumBox Menu Select SOLO Drum
Turn off a Drum SOLO	From the Chord Play Menu Select Turn SOLO OFF
Turn on Drum Box	From the DrumBox Menu Select Turn DrumBox ON
Turn off the sending of Midi Program change (Patch Number)	From the Track Edit Menu Select Turn Patch Number OFF
NOTE: For a Global Change (All Tracks at once) use the Global Changes Menu	
SOLO a single Track of a Chord.(5 thru 8)	From the Track Edit Menu Select SOLO

PLAYING and SOLOING (continued)

SOLO ChordPlay	From the Chord Play Menu Select SOLO
Turn off a ChordPlay SOLO	From the Chord Play Menu Select SOLO OFF
Turn on ChordPlay	From the Chord Play Menu Select Turn ChordPlay ON
Turn off the sending of Midi Program change (Patch Number)	From the Track Edit Menu Select Turn Patch Number OFF
NOTE: For a Global Change (All Tracks at once) use the Global Changes Menu	
SOLO a single Track of a Chord or Drum (5 thru 8)	From the Track Edit Menu Select SOLO

CHANGING

Change to a Tempo of your choice	Press T for Tempo. Select the <u>Set Tempo</u> option Then type in number of Beats per min and press the ENTER Key
Change to a Length of your choice	Press L for Length. Select the <u>Set Length</u> option Then type in Min Secs and Frames and press the ENTER Key
Change to Play Natural Length (16 measures)	Press L for Length. Select the <u>Play 16 Measures</u> option
Change to Play Twice Natural Length (32 measures)	Press L for Length. Select the <u>Play 32 Measures</u> option
Change to Natural Tempo (The Tempo of the Z Parent)	Press T for Tempo. Select the <u>Natural</u> option
Change to a Key of your choice	Press K to call the KEY Menu Select the <u>Set Key</u> option Then move to the Key of your choice And press the ENTER Key
Change to Natural Key (The Key of the X Parent)	Press K to call the KEY Menu Select the <u>Natural Key</u> option
Change all Tracks to a new Volume (Velocity)	From the Global Changes Menu Select the <u>Volume</u> option.

SEE NOTE BELOW:

NOTE: For Global Changes (All Tracks at once) use the Global Edit Menu	
Change the Parents of a Musical Piece	Call the XYZ Compose Menu
Change the Parents of a Drum Part	Call the DrumBox Menu
change the Harmonic sense of a Musical Piece	Change its X Parent.
Change the Drum Set used in a Drum Part	Call the DrumBox Menu Change the Y Parent.
Change the Rhythmic sense of a Drum Part	Call the DrumBox Menu Change the Z Parent.
Change the Drum Set	Call the DrumBox Menu
Change the Chord Fingering	Call the Chord Play Menu

SELECTING

Select an album. Press **A** to call the **Album Menu**
Then select the **Album** you want

Select another **Musical Piece**
from a currently selected album.

Press **N** to call the **Name Menu**

SAVING

Save a musical piece
onto an album..... Press **M** to get to the **Master Menu**
Then select the **Save As Is** option.

Save a musical piece
from a selected album
onto a different album

Press **M** to call the **Master Menu**
Then select the **Another Album** option.

Save a musical piece
as a **New Parent**.....

Press **M** to get to the **Master Menu**
Select the **Save As Parent** option.
Then select **Save The Song**

Save a musical piece
as an **Ascii File**.....

Press **M** to get to the **Master Menu**
Select the **Save As Ascii File** option.

NOTE: Ascii File saves all 8 Tracks...including any ChordPlay chord fingerings!

Save a **Drum part**
as a **New Parent**.....

Press **M** to get to the **Master Menu**
Select the **Save As Parent** option.
Then select **Save The Drum Part**

RENAMEING

Rename a musical piece
on an album.....

With the **Song** loaded into memory
Press **M** to get to the **Master Menu**
Select the **New Name** option
Enter the new name
Then select the **Save As Is** option.

Rename a **Parent**

Press **M** to call the **Master Menu**
Select the **Rename a Parent** option.

Rename a **chord fingering**.....

Press **C** to get to the **ChordPlay Menu**
Select the **Load Chord Fingering** option.
Use **Save Chord Fingering**
(to save with a new name)
Use the **Del Chord Fingering** option.
(to delete the old new name)

DELETING

Delete a musical piece from a selected Album . Press **M** to call the **Master Menu**
Then select Delete from Album option.

Delete an entire Album . Delete all the musical pieces stored on an album.

Delete a Parent . Press **M** to call the **Master Menu**
Then select the Delete A Parent option.

CREATING NEW

Compose a new musical piece From the **XYZ Compose Menu**
Select the Compose New Song option.

Create a new Fingering for the Chord Play From the **Chord Play Menu**
Select the Create New Chord option.

Give a New name to a musical piece From the **Master Menu**
Then select the New Name option.

UNDOING

Undo the selection of a Menu. Press **U** to Undo the selection

The QWERTY Keys and what they do in the Music Generator Module

A	Album Hit the A key to see a list of all the Albums stored
C	ChordPlay Hit the C key to call the ChordPlay Menu
D	DrumBox Hit the D key to call the DrumBox Menu
F	Fade Hit the F key to set Fade-ins and Fade-outs
I	Instrumentation Hit the I key to call the Instrument Menu so you can select instruments and switch them , and their Balances and Octaves or their Volumes or turn 'em off etc
K	Key Hit the K key to set the Musical Key
L	Length Hit the L key to: set the Length (from 1 Frame to 5 Minutes) or to select Natural Length (16 Measures total) or to select Double Natural
M	Master Library Hit the M key to call the Master Library Menu so you can save, rename, delete, etc. store on Albums OR to save a piece as a New Parent or as an Ascii File
N	Name Hit the N key to see the Names of the other cuts stored on an Album
P	Play Hit the P key to Play a Musical Piece If you don't Que it first then there will be a slight delay as it auto- Ques. P will play when most Menus are on screen. If a Menu offers a Done option however, THE MUSIC CREATOR™ might insist on your first putting the Menu away
Q	Que Hit the Q key to Que a Musical Piece .
S	Stop Hit the S key to stop the playing of a Musical piece
T	Tempo Hit the T key to set the Tempo .
U	Undo Hit the U key to Undo a Menu or option selection .
X	XYZ COMPOSE Hit the X key to call the XYZ COMPOSE Menu
<Esc>	Escape Hit the <Esc> key to exit to other Modules such as MIDI SetUp
Del	Switch or "Toggle" Standard between NTSC and PAL (NTSC is 30 Frames/Sec...PAL in 24/Sec

The MUSIC Creator™

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Midi SetUp Module

For Creating and Editing InstFiles & Setting Default InstFile *

*The Inst File

The MUSIC Creator™ maintains control over your MIDI instruments by knowing:

1. The names of Voices in those instruments and...
2. The Patch or Program number for each.

The System keeps this information in a file called the InstFile. Your System may have any number of these InstFiles

The Default File is the specific InstFile currently being used by your System

- The PROFESSIONAL 1.3 MIDI Setup Module allows you to select the particular InstFile you wish to be the Default File, AND to Create new, customized InstFiles and to Edit the InstFiles already in your System

Calling the MIDI Setup Module

You call the MIDI Setup Module from the StartUp Screen by Pressing the <2> key.

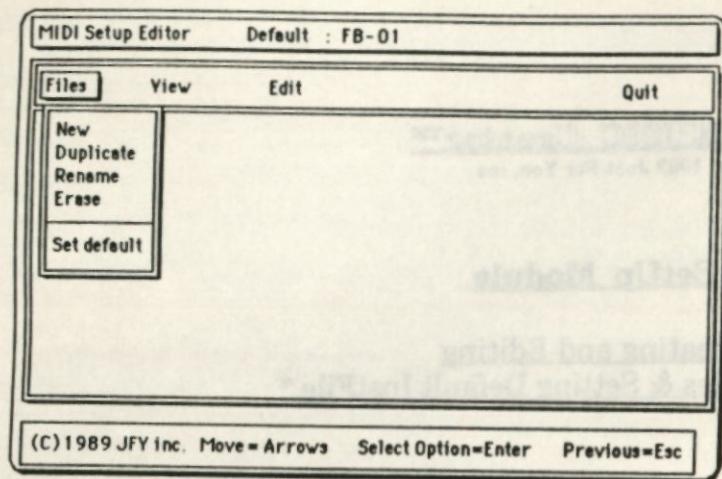


Fig M1 The Midi SetUp Display Screen

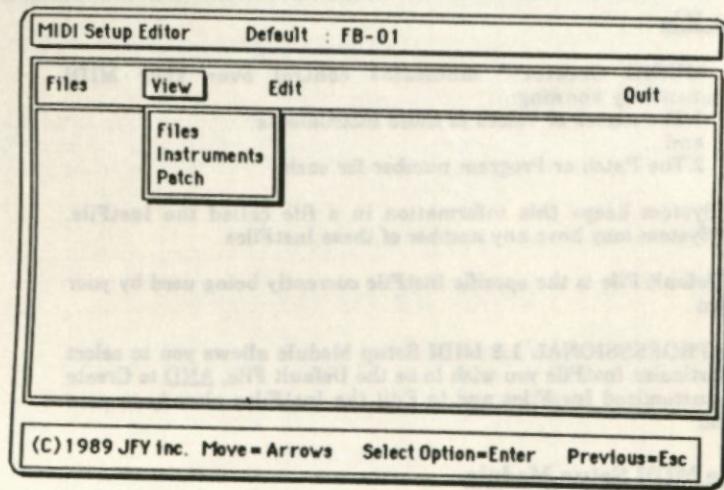


Fig. M-2 The VIEW Menu

The Display Screen

This is the Display Screen of the MIDI Setup Module

Notice that on the top line of the screen, to the right of the words MIDI Setup Editor is displayed the current Default Inst file being used by The MUSIC Creator™...in this example it is a file called FB-01.

The Menu Bar on the second line shows four basic options: Files, View, Edit, and Quit.

The Files Menu is currently selected, and therefore we are shown that Menu. To move to View (to the right of Files) Press the Right ARROW.

When you move to View the View Menu will appear

When you move to Edit the Edit Menu will appear

Moving to Quit allows you to Exit the Module and to return to the StartUp Screen of the integrated system

Notice that there are five options on the Files Menu

To select an option from a menu simply move to it with the UP and DOWN ARROWS and Press the Enter Key

FILES

There are five options on the Files Menu

Each of these options allows you to do something with an Inst File

New

Use this option to Create a Brand-New Inst File from scratch !

Duplicate

Use this option to Create an exact copy of an existing Inst File .

Rename

Use this option to Rename an existing Inst File .

Erase

Use this option to Erase an existing Inst File from the System.

Set Default InstFile

Notice that in the Display Screen shown, the Default File is FB-01. This would be a file for the Yamaha FB-01....Use the Set Default option of the File Menu to select a different Inst File to be the system default.

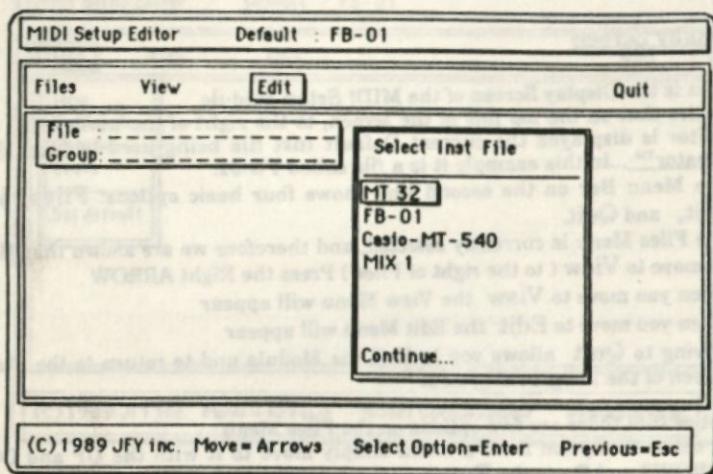


Fig. M-3

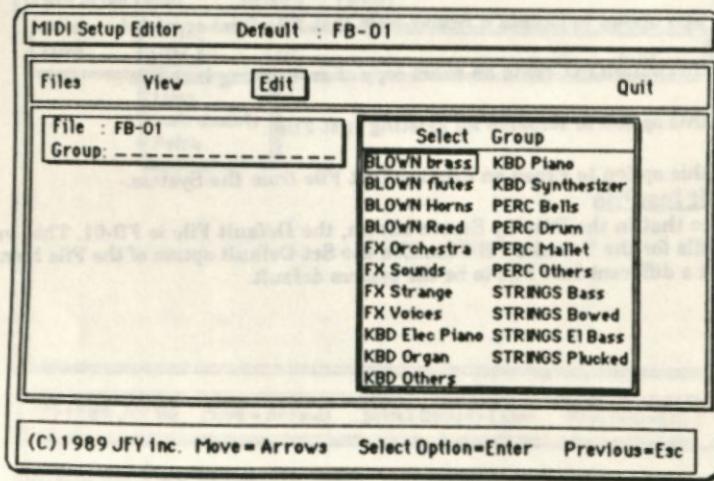


Fig. M-4 The Select Group Menu

VIEW

To the right of the word **Files** on the Menu Bar of the Display Screen is the word **View**. The **View** Menu. There are three Viewing options.

View Files
The **View Files** option allows you to view (or see) a list of all the Inst Files now in your System. Just move to the option and Press Enter.

View Instruments

The **View Instruments** option allows you to view (or see) a list of all the Instruments in any File now in your System. Just move to the Option and Press Return. You will then be asked to select the File whose Instrument listing you wish to View. After you select the File to View, you will be asked to select the specific Instrument group you wish to view. After you select the Instrument Group...you will be shown the listing of all instruments in that Group...along with each of their Patch Numbers.

View Patch

The **View Patch** option allows you to view (or see) a list of all occurrences of a specific Patch Number in the selected File. The Enter Patch Number Menu will appear...First enter the Patch you are searching for, then Press Enter. You will then be shown a listing of all instances of use of that Patch Number in The Selected Inst File.

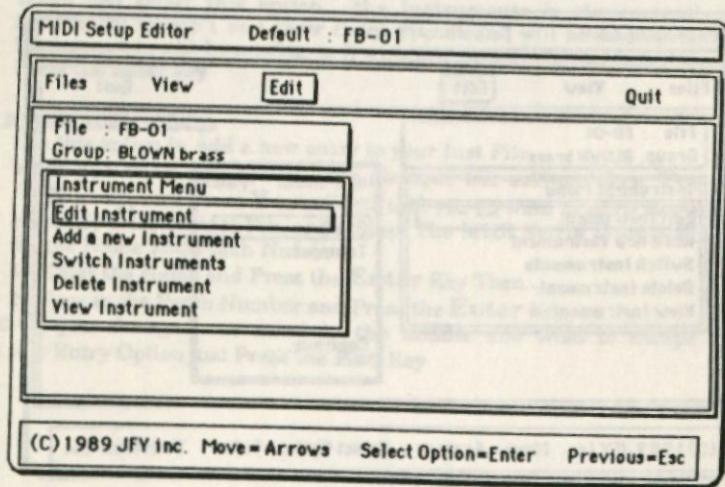


Fig. M-5 The Instrument Menu

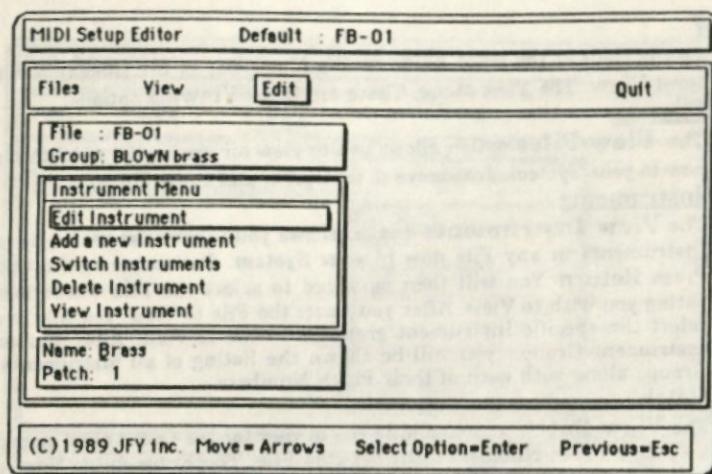


Fig. M-6

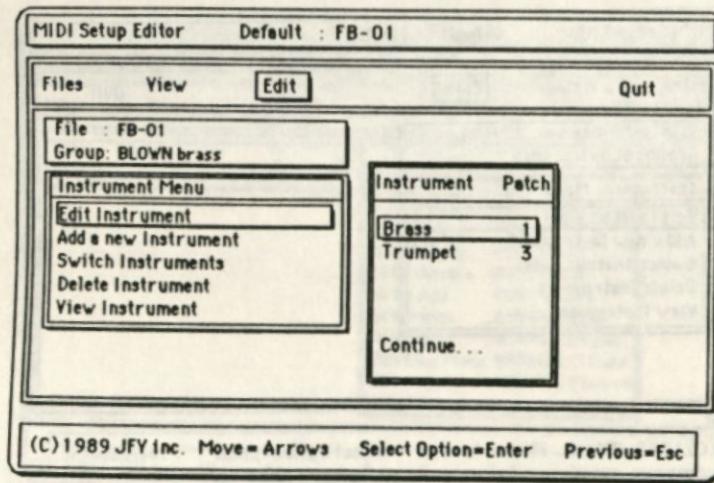


Fig. M-7

EDIT

To the right of the word **View** on the Menu Bar of the Display Screen is the word **Edit**. The **Edit** function allows you to **Edit** any existing **Inst File** in the **System**. When you move to the word **Edit** on the Menu Bar ...the **Select Inst File** Menu appears

Select File to Edit

Use the UP and DOWN ARROWS to move on the **Select Inst File** Menu .When you have highlighted the file you wish to **Edit**Press the **Enter** Key....the **Select Group** Menu will automatically **Pop Up**.

Select Instrument Group to Edit

Use the UP and DOWN ARROWS to move on the **Select Group** Menu .When you have highlighted the **Inst Group** you wish to **Edit**Press the **Enter** Key....the **Instrument** Menu will automatically **Pop Up**.

Instrument

The **Instrument** Menu offers five options.
You can **Edit** a specific **Instruments** entry data,
you can add a new instrument to the file,
you can "Switch" instruments,
delete an instrument,
or simply **View** the instruments in the currently selected group.

Edit Instrument

Use this option to **Edit** the entry for a specific **Instrument**.
When you select this option , the **Instruments** in the currently selected **Instrument Group** (and their **Patch Numbers**) will be displayed. Select the **Instrument** to edit by moving to it with the Up and Down ARROWS....and then Press the **Enter** key

Add a New Instrument

Use this option to **Add a new entry** to your **Inst File**.
When you select this option , the dialogue box asking " **Are You Sure ? (Y N)**" appears Press **Y** to indicate that you do want to add a new entry to the currently selected **Inst File** and **Group**. The **MIDI SetUp** Module will then ask for the **Name** and **Patch Number**.

- 1.) Enter the **Name** and Press the **Enter** Key Then...
- 2.) Type in the **Patch Number** and Press the **Enter** Key

NOTE: If you change your mind in the middle and wish to escape from the **Add a new Entry** Option just Press the **Esc** Key

Switch Instruments

FOR ADVANCED USERS ONLY !

Each instrument in each group in each Inst File has a number. When you view the instruments in a group you will see this number to the left of the Inst name

Assume that you created a piece of music and orchestrated it and saved it to Album.

Assume that you used the third Piano patch in the KBD Piano group.

If you later play that piece using a different Inst File then the MUSIC Creator will use the third patch in the KBD Piano Group....And if there aren't three Patches in the KBD Piano Group of this second Inst File ?...Then the MUSIC Creator uses the FIRST patch in the selected Inst Group as a default....It is for this reason that the MIDI SetUp Module requires that there be at least one entry in each Instrument Group.

When you select the Switch Instruments option you can switch the order of the instruments in the Group

NOTE: IN The MUSIC Creator, the Instruments are DISPLAYED in Alphabetical order...and not in order of their place in the Group.

Delete Instrument

Use this option to Delete an entry.

View Instruments

Use this option to View the entries in any Inst File .

QUIT

Use this option to Exit the MIDI SetUp Module

Midi Theory

Midi Patch Numbers (Program Numbers)

All MIDI equipment conforms to a standard which allows the passing of information between them.

One piece of information which may be passed to a MIDI device is the "Patch Number" (also called the "Program Number")

The MIDI Patch Number may range from 0 to 127

As you know, Sound Generators (Synthesizers and Samplers) have the capability of "Remembering" different sounds or "Voices".

By pushing a button on a sound generator or by sliding a slider you can change from one sound to another...say from a HonkyTonk Piano to a Clarinet ! Some musicians and most manufacturers refer to these different sounds as Patches , or Programs .

Midi provides for the changing of a patch (or program) by sending a Patch Number (or Program Change message) .

You can use the THE MUSIC CREATOR™ Midi Setup Module to create a file of the Names and Patch Numbers of any Midi sound generator. You can then set that Instrument File to be the default file for The MUSIC Creator™.

It is this Inst File that enables The MUSIC Creator™ to "know" the Patch Number to send to your Midi Equipment so as to get that HonkyTonk Piano or clarinet .So how do you find the Patch Numbers to enter for your equipment? You'll find them listed in the manufacturer's manual for that specific piece of equipment.

BUT!!!! Although most manufacturers have chosen to list their patches as ranging from Patch Number 1 rather than 0their equipment , like ALL MIDI equipment actually operates within the standard 0 thru 127 MIDI Patch range.

And so we face the incredibly dumb fact that most manufacturers thought to make things appear simple by listing their first Patch Number as Patch Number 1 and their second as Patch Number 2, and so on.....But they didn't bother to tell their equipment!!!!

This means that although the manual for your Yamaha FB-01 or your Roland

MT-32 might list Patch Number 1 for their first stored sound...in fact, their equipment expects to receive Patch 0 !!!

Confusing ????

Stick around and we'll explain how we patched up the Patch Number mess.

When entering Patch Numbers (using the MIDI Setup Program) enter the Patch Number Listed in your Manufacturer's manual.

When The MUSIC Creator™ reads the Patch Number listed in the Inst File it will assume that the Patch Number to send should be one less than the number you copied from your manufacturer's manual.

The Patch number that The MUSIC Creator™ displays is the true Midi Patch that it is sending.

For this reason, if you dutifully entered Patch Number 1 for an Acoustic Piano for your ROLAND MT32 (as listed in the ROLAND MT32 manual) ,The MUSIC Creator™ will display and send a Midi Patch Number (or Program Change) of 0...the true Midi Patch Number that the MT32 manufacturer assigned to "Acou Piano 1".

NOTE: you might have a manual that lists the correct Midi Patch...HOW DO YOU KNOW ?...Simple!...If your manufacturer's manual lists their Patch Numbers as starting with 0 , then you'll have to add one to each number when entering the information in the THE MUSIC CREATOR™ Midi Setup Module.

The MUSIC Creator™

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**The INTELLIGENT
Parent Maker / EDITOR** Vrs.1.3

**For Entering and Editing
Song Parents & Drum Parents**

Read Me

The Parent Maker/Editor is a very important PROFESSIONAL module which enhances and elevates the power of **The MUSIC Creator™** system. This Manual assumes that you are familiar with **The MUSIC Creator™** System

With the Parent Maker/Editor you will be able to :

- Edit any Parent now in your system
- Enter New Parents

•Editing any Parent now in your system allows you to:

1. Edit any piece of generated music (or Drum pattern) which you saved as a new Parent.

In effect this means that after you have bred a composition with the music generator and saved that composition as a New Parent, you can use the PM/Editor to change the Parent

By changing pitches, durations of notes, deleting notes, inserting new notes, changing its Natural Tempo, and, except for Drum Parents, by changing any of its chords, or changing its Natural Key

•Entering New Parents allows you to:

1. Enter your own compositions into the MUSIC Creator system so that you can breed and cross breed your work with any other Parent in your system.
2. Enter compositions of other composers to build your Parent base and increase the power of your system.

•Entering and Editing Drum Parents:

1. Drum Parents are constructed EXACTLY the same as Song Parents, Except that they do not have Chord Progressions.(Remember that when using DrumPlay there is no Drum X Parent)
2. Entering and Editing Drum Parents is EXACTLY the same as Entering and Editing song Parents, Except that you will not deal with Chord Progressions

In order to use this Intelligent ParentMaker/ Editor it is important that you understand the structure of Music Creator™ Parents.....please check out the section called The Structure of Music Creator Parents at the end of this manual before you begin serious work.

We Are Not A Sequencer!

Not that we have anything against them. Some of our favorite programs are sequencers!..It's just that it's very important for you to understand the difference between the PM/Editor and a sequencer..So here goes!

What is a Sequencer?

As you probably know, a Sequencer is sort of like a magic Tape recorder that records the notes you play on a Midi instrument Recording things like Velocity and Pitch Bend etc. are important if a Sequencer is to capture the reality of your performance....And THERE'S the difference! ..a Sequencer is just a PERFORMANCE DEVICE.
So if this isn't a Sequencer then what is it?

The Intelligent Parent Maker/ Editor is a program that assists you in the creation of a precise Parent-model which will be used by The MUSIC Creator™ to compose new and original musical compositions. It is very important that the rules of musical notation are strictly observed in the creation of these Parents. As you enter a piece of music The Parent Maker/ Editor checks the music notation "correctness" of the entry composition. Performance Information such as pitch bend or patch number are of no interest to the PM/ Editor..The PM/Editor is concerned with Composition information instead. You might want to hook up a Midi Keyboard to your PC and jam out a piece...if so, use a sequencer...not the PM/Editor!

The Parent Maker/Editor:

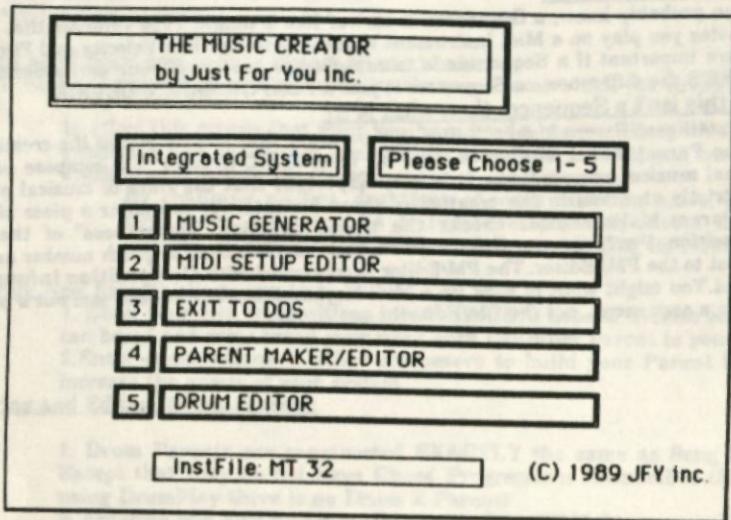


Fig P1 MC StartUp Screen

From the MUSIC Creator™ StartUp Screen
To Enter or Edit Song Parents Press the <4>Key,
To Enter or Edit Drum Parents Press the <5>Key

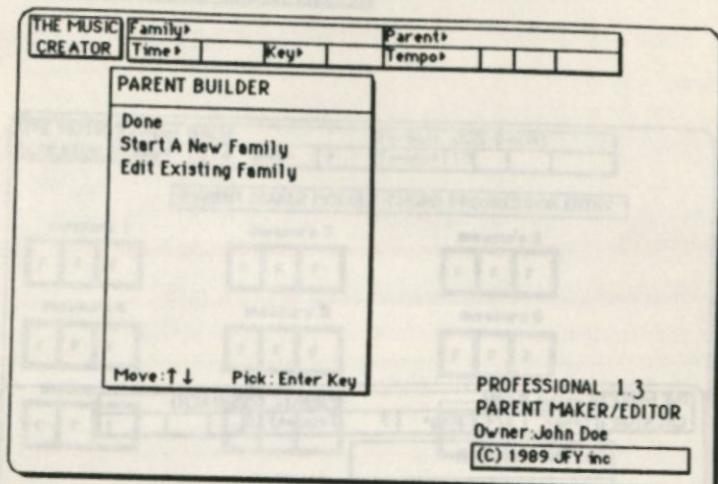


Fig P2. Parent Maker/Editor Display Screen

The Info Box

Notice the Info Box at the top of the Display Screen (Fig 2)

The Top Line will display the Music Family being worked on. ...and the name of the Parent within that Music Family..

The Second Line of the Info Box will display the time signature of the Music Parent (3/4 or 4/4)...the KEY and the Tempo.

The Parent Builder Menu

The Parent Builder Menu offers two Options:

Starting a New Family

To Start a New Family select the Start New Family option

A View Port Menu will then Pop Up for you to enter the Name of the New Family you wish to create.

Accessing an Existing Family

To Access an Existing Family (either to add a New Parent to it or to Edit an existing parent in that Family) select the Access Existing Family option

A View Port Menu will Pop Up for you to select the existing Family you wish to access.

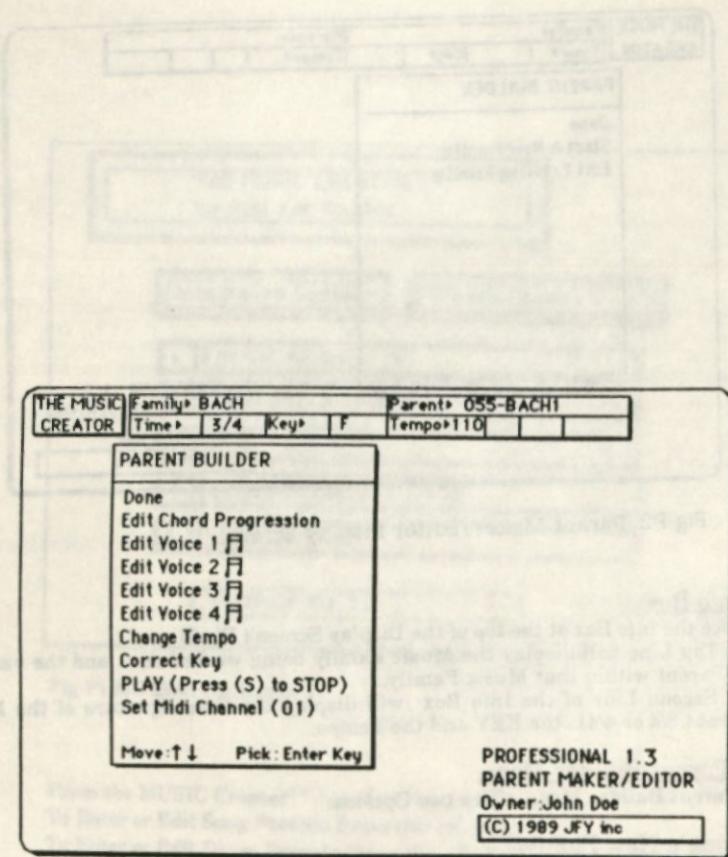


Fig P3. Edit Parent Screen

The Chord Progression Screen

THE MUSIC CREATOR	Family: BACH Time: 3/4 Key: F	Parent: 055-BACH1 Tempo: 110									
PARENT MAKER MODULE-CHORD PROGRESSION ENTRY											
measure 1	measure 2	measure 3									
<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F
F	F	F									
F	F	F									
F	F	F									
measure 4	measure 5	measure 6									
<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F
F	F	F									
F	F	F									
F	F	F									
measure 7	1	2									
<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F	<table border="1"><tr><td>F</td><td>F</td><td>F</td></tr></table>	F	F	F
F	F	F									
F	F	F									
F	F	F									

INSTRUCTIONS
TYPE THE CHORD NAME FOR EACH BEAT IN EACH MEASURE e.g. Dbm7 AND THEN PRESS ENTER
TO CHANGE CHORD 1)MOVE TO IT WITH ARROW KEYS 2)HIT THE DEL KEY 3)RE-ENTER CHORD
WHEN ALL CHORDS HAVE BEEN ENTERED CORRECTLY HIT INS TO SAVE OR ESC TO QUIT

(C) 1989 JFY Inc

Fig P4. The Chord Progression Screen

Note: Drum Parents do NOT have Chord Progressions to Edit or Enter

The How-To of Chord Entry/Editing

To CHANGE a CHORD CHORD	1) Move with <ARROW> Keys to CHORD 2) Press to Delete current Entry 3) Enter NEW CHORD
To ENTER a CHORD	1) Type in the CHORD Name e.g. D b m 7 for a Dbm7, etc. 2) Press <RETURN>
To SAVE the Chord Progression	Press <INS> Key
To EXIT WITHOUT saving changes	Press <ESC> Key

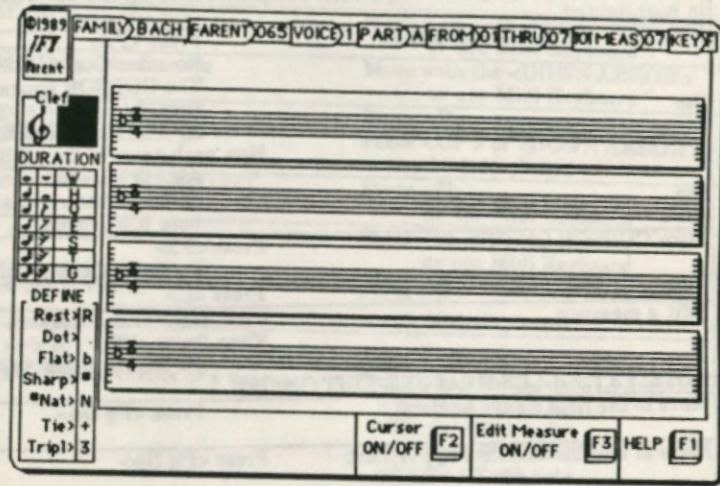


Fig. P5. The Voice/Note Editor Screen

Note: Drum Parents are Entered and Edited in EXACTLY the same way as Song Parents (except for Chord Progressions)

THE How-To of VOICE/Note Editing

Pre-Editing (before entering Cursor Edit Mode)

Play the Voice automatically	Press <F6>
NOTE: Automatic play is not available while the CURSOR is lit or a measure is highlighted	
Play the Voice one note at a time	Press <F2> (to enter Cursor Edit Mode) The CURSOR appears at first note
the	Press the <LEFT ARROW> once. Now each press of the <RIGHT ARROW> will now move cursor to the right and play note it highlights.
the	
each	
Turn CURSOR ON/OFF	Press <F2> (to Enter Cursor Edit Mode)
Switch CLEF	Press <C>
Edit a measure	First move to the measure to edit. Then Press <F3> (to highlight the measure)
NOTE: F3 TOGGLS MEASURE-EDIT ON/OFF	
Move to the NEXT Page or Part	Press <Pg Dn>
Move to the PREVIOUS Page or Part	Press <Pg Up>
Diagnostic HELP Screen	Press <F1>

THE How-To of VOICE/Note Editing (Measure Edit Mode)

Edit a measure	First move to the measure to edit. Then Press <F3> to select measure
NOTE: F3 TOGGLS MEASURE-EDIT ON/OFF	
To RAISE the pitch of a note	Move it up with the <UP ARROW> or use Midi Keyboard
To LOWER the pitch of a note	Move with the <DOWN ARROW> or use Midi Keyboard
To change a note to a REST	Press <R>
To change a rest to a NOTE	Press <UP> or <DOWN ARROW> . or use Midi Keyboard
To change a # or b to a NATURAL	Press <N> or use Midi Keyboard
To make a note FLAT	Press or use Midi Keyboard
To make a note SHARP	Press <#> or use Midi Keyboard
To TIE a note to the note that precedes it	Press <+>
To change the DURATION of a note.	Press a key for the desired duration <W> for a Whole note <H> for a Half note <Q> for a Quarter note <E> for a Eighth note <S> for a Sixteenth note <T> for a Thirtysecond note Press the PERIOD Key • to DOT a note (to extend its duration by 1/2) Press <3> to change to triplet
To MOVE to the next note in the measure being edited a note	Press <RIGHT ARROW>
To MOVE to the previous note in the measure being edited a note	Press <LEFT ARROW>
To INSERT a New Note	Press <Ins>
To DELETE a Note	Press
To EXIT the editing of a measure	Press <F3> (Toggle edit measure ON/OFF)
NOTE: The PM/Editor will NOT allow you to exit the editing of a measure if you have made an error	

How to change a quarter note into two eighth notes Figs P6 through P16

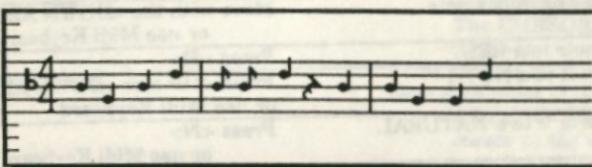


Fig P6. Three measures of music

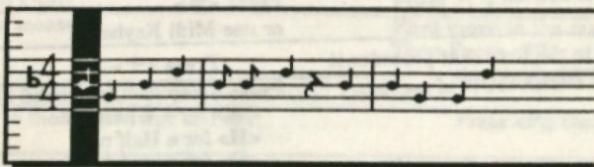


Fig P7. After Pressing F2 to enter Cursor Mode



Fig P8. After moving to the next measure
with the right → Arrow Key

How to change a quarter note into two eighth notes Figs P6 through P16



Fig P9. After Pressing F3 to Edit measure



Fig P10. After moving to a note within the selected Measure with the right → Arrow Key



Fig P11. After Pressing E to change to Eighth Note

How to change a quarter note into two eighth notes Figs P6 through P16



Fig P12. After Pressing Ins, a New Note appears.

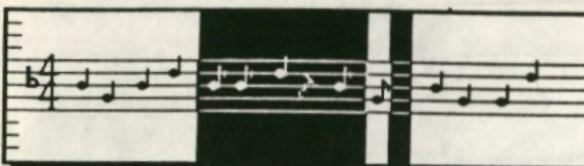


Fig P13. After Pressing E to change to Eighth Note



Fig P14. Note is moved to correct pitch with Arrows or Midi IN.

How to change a quarter note into two eighth notes Figs P6 through P16

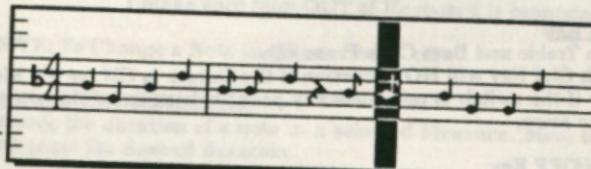


Fig P15. After Pressing F3 to Exit Edit Measure Mode

SAVE CHANGES Y/N ?

Fig P16. After Pressing F2 to Exit Cursor Mode
Y to Save, N to Not save, U to undo Leaving Cursor Mode.

What can be done using the Voice/Note Editor

F1-The Diagnostic Help Screen Key

To receive the assistance of a diagnostic Help Screen Press **<F1>**

F6-The Voice Play Key

To play the voice currently selected Press **<F6>**

To Stop play Press **<F6>**

NOTE: F6 will NOT function if the Cursor is ON or if a Measure is being edited

C-The Clef Switch Key

To switch between Treble and Bass Clefs Press **<C>**

NOTE: The Switch Clef Key will NOT function if the Cursor is ON, or if a Measure is being edited, or if the switch is not musically possible because of the pitches of the notes now in the score,

F2-The Cursor ON/OFF Key

To Turn the Cursor ON Press **<F2>**

To move the Cursor Left or Right, use **<LEFT ARROW>** or **<RIGHT ARROW>** Key

To Turn the Cursor OFF Press **<F2>**

NOTE: Turning the Cursor OFF indicated that you may have completed modifications to the score and wish to move on....and so the PM/Editor will ask **Save Changes Y/N ?**

To Exit and SAVE the Changes

Type **<Y>**

To Exit WITHOUT Saving the Changes

Type **<N>**

To UNDO Your decision to Exit

Type **<U>**

Step Note Play

Moving the Cursor to the Right will Step-Play the Voice, note by note.

Moving to a Measure

To edit any measure , first move the Cursor to it

F3-The Edit Measure ON/OFF Key

Move the Cursor to the Measure you wish to edit and then select it by Pressing **<F3>**

The Selected Measure will be highlighted (as will the Cursor within that measure)

Diagnostic Help Screens

To receive the assistance of a diagnostic Help Screen Press **<F1>**

Changing a Note's PITCH

To raise or lower the pitch of a note in the selected measure Move the Cursor to that note and then use either:

1. Qwerty Keys:PM/Editor;

Raise the Note with the <UP ARROW>

Lower the Note with the <DOWN ARROW>

for Sharp, Flat, or Natural use <#>, , and <N>

2. Midi KEYBOARD

Just Play the Note

(Make sure Midi OUT of Keyboard is connected to Midi IN of PC)

NOTE: To Change a Note to a Rest...Press <R>

Changing a Note's DURATION

To change the duration of a note in a selected Measure...Move the Cursor to that note and enter the desired duration:

<W> for a Whole Note

<H> for a Half Note

<Q> for a Quarter Note

<E> for an Eighth Note

<S> for a Sixteenth Note

<T> for a ThirtySecond Note

<G> for a Grace Note (1/64)

<. > to dot a Note

<+> to tie a Note to the Note preceding it

(if the Preceeding Note is the same pitch)

<3> to make the Note a triplet.

Inserting a NEW Note

To Insert a New Note into a selected measure:

1 Move the cursor to where you want the Note

2 Press <Ins>

3 Set the Duration and Pitch of the New Note

Deleting a Note

To Delete a new note from a selected measure:

1.) Move the CURSOR to the unwanted note

2.) Press

F3- Leaving the Edit Measure mode

When you are done editing a measure, exit the Edit measure (Press <F3>)

NOTE 1: <F3> Toggles Edit Measure ON/OFF

NOTE 2: The Intelligent PARENTMAKER/Editor checks your work, and will not allow you to exit if the measure you now wish to stop editing is not correct, (for example, if the piece is in 4/4 time and you've put five quarter notes in it)

NOTE 3: Exiting Edit Measure de-selects the measure and returns to CURSOR mode

Saving Your Modifications

When you have finished editing a measure, exit the Edit measure mode by pressing **<F3>**

Exiting the Edit Measure mode will de-select the measure and return you to CURSOR mode so that you may move to another measure and edit it. If you have completed editing the score on your screen you exit by turning the CURSOR OFF (press **<F2>**.)

You will then be presented with the message **:Save Changes Y/N?**

To Exit and Save changes...type **<Y>**,

To Exit without Saving changes...type **<N>**

To Undo your decision to Exit , press **<U>**

Handle On (at the Computer) TUTORIAL 1:
A Step by Step "quickie" Run Through
Getting Around in the PARENTMAKER

Okay Gang run your Music Creator Pro Model (...see your installation instructions) ...then read and follow each of these steps.

STEP 1.--Select 4 PARENT MAKER/EDITOR option

From the the MUSIC Creator™ Startup Screen (by pressing the <4> key.) If the Startup Menu is not on the screen (if you are in the Music Generator module for example...just hit the <Esc> key to return to the Startup Screen Menu)

STEP 2.--The PM/Editor Display screen (Fig 2.) will come on screen. Select the Access Existing Family option by moving to it with the <ARROW> key and pressing <Enter>....The Families Menu will pop up just as it does when you are composing music with the MUSIC Creator

STEP 3.--The FAMILIES Menu is now being displayed. Select the BLUES Family by moving to it with the <ARROW> key and pressing <Enter>....The Parent Builder Menu will pop up (Fig 2).

STEP 4.--The PARENT BUILDER Menu offers two choices:

1. Enter A New Parent
2. Edit an Existing Parent.

Select the Edit Existing Parent option .

STEP 5.--The PARENTS Menu will pop up listing The Parents in that family.

Select the second BLUES Parent by moving to it with the <ARROW> key and pressing <Enter>....The PARENTMAKER/Editor will;

- 1.load the Parent Data and
- 2.display the Family Name Parent Name, Time, Key, and Tempo in the Info Box at the top of the screen and
- 3 display The Parent Builder Menu (Fig 3) offering Ten options.

STEP 6.--The PARENT BUILDER Menu (Fig. 3) will pop up again, offering ten options...First Set the Midi Channel if you want to play on a channel other than Midi Channel 1 Then Select the PLAY (press <S> to STOP) option

STEP 7.--The ParentMaker/Editor plays the four voices of the piece. It plays the natural length of the Parent (i.e. 16 Bars comprised of a seven measure Part A followed by a one bar TurnAround (A1) , a repeat of the seven Measure Part A, and finishes with the one Measure A2 Ending)

STEP 8.--PRESS <S> to stop the playing of the parent.

STEP 9-- Select the Edit Chord Progression option by moving to it with the <ARROW> key and pressing <Enter>

STEP10.--The CHORD PROGRESSION ENTRY Screen is now displayed. (Fig.4.)

Notice that there is a chord displayed for each beat of each measure and directions on how to edit these chords.

STEP 11-- Notice that the CURSOR is at the first chord of the first measure of Part A Use the Up, Down, Left, and Right <ARROW> keys to move the CURSOR around the screen.

STEP 12--PRESS <ESC> to leave the CHORD PROGRESSION ENTRY Screen.

STEP 13--The PARENT BUILDER Menu (Fig. 3) returns, with the same ten options

Select the Edit Voice 1 Option

STEP 14--The VOICE/Score EDIT Screen (Fig. 5) is now SHOWING THE ACTUAL NOTES in normal musical notation of Part A of Voice 1 of this Parent.

STEP 15--PRESS <Pg Dn> to move down to Part A1

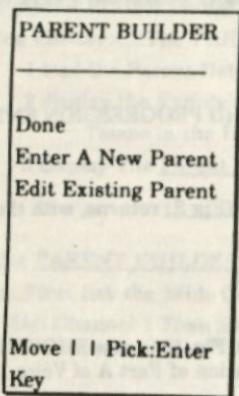
STEP 16--PRESS <Pg Dn> to move down to Part A2

STEP 17--PRESS <Pg Up> to move back up to Part A1

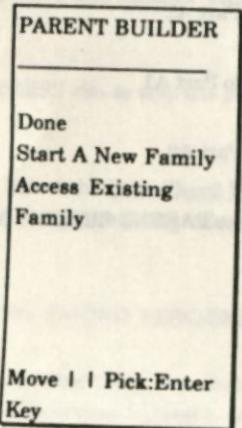
STEP 18--PRESS <Pg Dn> to move down to Part A2

STEP 19--PRESS <Pg Dn> to move back to the PARENT BUILDER Menu

STEP 20--SELECT The Done option because we don't want to edit any other Parents in this Family



STEP 21--Now SELECT The Done option
because we don't want to edit any other Families



The QWERTY keys and what they do in the PM/Editor

A	<i>Not Used</i>	
B	Flatten Note (b)	while in Edit Measure Mode (F3)
C	Switch Clef	before Turning Cursor ON.
D	<i>Not Used</i>	
E	Eighth Note	while in Edit Measure Mode (F3)
F	<i>Not Used</i>	
G	Grace Note (1/64th)	while in Edit Measure Mode (F3)
H	Half Note	while in Edit Measure Mode (F3)
I,J,K,L,M	<i>Not Used</i>	
N	Natural	while in Edit Measure Mode (F3)
O,P	<i>Not Used</i>	
Q	Quarter Note	while in Edit Measure Mode (F3)
R	Rest Note	while in Edit Measure Mode (F3)
S	Sixteenth Note	while in Edit Measure Mode (F3)
T	Thirty-Second Note (1/32)	while in Edit Measure Mode (F3)
U	Undo	when leaving CURSOR Mode (F2)
V	<i>Not Used</i>	
W	Whole Note	while in Edit Measure Mode (F3)
X,Y,Z	<i>Not Used</i>	
+	Tie to Previous Note	while in Edit Measure Mode (F3)
3	Triplet	while in Edit Measure Mode (F3)
#	Sharp	while in Edit Measure Mode (F3)
.....	Dot a Note (period)	while in Edit Measure Mode (F3)
Esc	Exit Chord Prog Without Saving	From Chord Prog
Ins	Insert a New Note	while in Edit Measure Mode (F3)
	Save Chord Progression as is	From Chord Prog
Del	Delete a Chord Entry	From Chord Prog
	Delete a Note	while in Edit Measure Mode (F3)
F1	Diagnostic Help Screen	From Voice Edit Screen
F2	Cursor mode On/Off	From Voice Edit Screen
F3	Edit Measure On/Off	From Voice Edit Screen
F6	Play Voice	From Voice Edit Screen

The Structure of Music Creator Parents

1. Each Parent is made up of four Voices
2. Each Voice is made up of nine measures
The first Seven Measures are Part A
The Next Measure is called Part A1
The Last Measure is called Part A2
3. Each Parent plays 16 Measures
7 Measures of Part A
1 Measure "Turn-Around" of Part A1
7 Measure repeat of Part A
1 Measure Part A2 ending
4. Each Parent has a Chord for each beat in each measure
Every 4/4 Parent has 36 chords
4 chords for each measure
Every 3/4 Parent has 27 chords
3 chords for each measure

Tricks for the Advanced user

Although the MUSIC Creator™ demands a set measure length for each Part (Part A must be exactly 7 measures, Part A1 exactly 1 measure, and Part A2 exactly 1 measure) some User/Composers enter music built of a 14-measure Part A, a 2-measure Part A1, and a 2-Measure Part A2, by simply entering the music as if it were in 8/4 Time, i.e. they enter each quarter note as an eighth note, each eighth note as a sixteenth note, etc. In this way the 14 measures of the Part A being copied into the system are entered as 7 measures. (Each 2 measures of the "original" become one measure in the Parent Maker/Editor)

Other User/Composers Squeeze in even longer pieces by entering the music as if it were in 16/4 time (Squeezing 16 quarter notes into each measure)

A quickie Squeeze-conversion table (for the adventurous)

original	Squeeze to	Original Note	Enter As
14-2-2	7-1-1	Whole Half Quarter Sixteenth	Half Quarter Eighth Thirtysecond
28-4-4	7-1-1	Whole Half Quarter	Quarter Eighth ThirtySecond

The Intelligent Parent Maker/Editor follows the rules of traditional music notation.

The Music Creator™, as you know, is a unique system for the "automatic" composing of original music. In the creation of these new pieces of music, the artificially intelligent system uses the same rules of musical notation used by composers for centuries. It is not necessary for you to learn all the rules of traditional musical notation because if you make a mistake which would violate those rules, the Parent Maker/Editor just won't let you !

The Rules of Musical Notation

(and how the PM/Editor works with them)

The Staff

The five lines of the Musical Staff are used to show the relative position of notes. A note on the top line is a higher pitch than a note written on the bottom line.

Ledger Lines

Extra lines are sometimes needed to show the position of a note whose pitch is higher than the top line or lower than the bottom line. These short little "ledges" are called Ledger lines. THE PARENT MAKER/EDITOR automatically provides Ledger lines when they should be shown

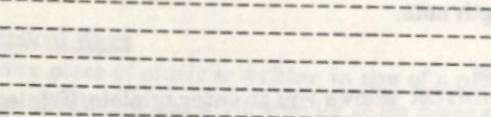
The Clefs

We cannot know the exact note indicated by each of the five lines of the staff unless a symbol called a "Clef" is drawn onto the five lines of the Staff. THE PARENT MAKER/EDITOR recognizes the two "standard Clefs" ...The Treble or C Clef, and the Bass or F Clef.

The Treble Clef

Using the Treble (or C) Clef indicates that most of the notes will be above the pitch called Middle C (Middle C is a MIDI Pitch of 60)

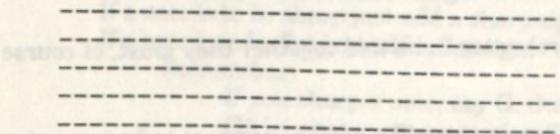
- Middle C -



The Bass Clef

Using the Bass (or F) Clef indicates that most of the notes will be below the pitch called Middle C (Middle C is a MIDI Pitch of 60)

- Middle C -



Measures

Correct musical notation requires that every piece of music be displayed as a series of measures or "bars". THE PARENT MAKER/EDITOR allows you to edit each measure separately and does not let you exit a measure until you've got the durations of the notes correctly entered.

Durations

Standard Durations

THE PARENT MAKER/EDITOR allows you to enter standard note durations (or lengths) from a 1/32 Note (32 to a measure in 4/4 time) to a Whole note (one to a measure in 4/4 time)

Dotted Notes

The duration of a note can be extended for an additional 50% by adding a dot. (a dotted Quarter note is the length or duration of a quarter note plus an eighth note.

Triplet Notes

THE PARENT MAKER/EDITOR allows you to enter triplets. Triplet notes are quicker (shorter in length) than normal notes. Three Triplet Quarter notes are played in the time normally played by two regular quarter notes, Three Triplet eighth notes are played in the time normally played by two regular eighth notes, etc.

Tied Notes

THE PARENT MAKER/EDITOR allows you to tie notes together. The two notes are then played as one long duration. Two tied quarter notes are exactly the same as one half-note...an eighth note tied to a sixteenth note is exactly the same as a dotted eighth note.

In order for two (or more) notes to be tied together they must, of course be the same pitch.

Sometimes, in reading music you will see what appears to be two notes of different pitches "tied" together. This is NOT a tie, but rather a "slur".

THE PARENT MAKER/EDITOR does not support slurs.

THE PARENT MAKER/EDITOR does support ties.

Time Signatures

Standard music notation allows for the two basic kinds of timing ...Duple time and Triple time.

Duple time is used when there is an even number of beats in a measure. (2/4 time , 4/4 time etc.)

Triple time is used when there are three basic beats per measure (3/4 Time etc.)

THE PARENT MAKER/EDITOR supports the two most common time signatures 3/4 Time (three beats per measure) and 4/4 Time (four beats per measure)

Musical Keys

Every piece of music is written in one of a number of Musical keys. Each Key has a set number of its notes sharp (raised in pitch) or Flat (lowered in pitch).

For example, if a piece of music is written in the key of G then every F note will normally be Sharp. THE P M/EDITOR automatically draws a little sharp sign (#) on the line for F notes if you are in the key of G.

Pitches

Sharps, Flats, and Naturals

If a note is to be sharp just add a sharp sign.

If a note is to be flat just add a flat sign.

Remember:

If you sharp a note, say G. then every G following that G# in that same measure will automatically be sharp. To "UnSharp" or "UnFlatten" a note and to cause it to be played naturally just add a Natural sign.

APPENDIX

Art, Existence, and The Composing of Music

The following pages explain some of the unique philosophies and principles upon which this amazing Music Generator is built.

An understanding of this section is not at all needed for the successful use of The MUSIC Creator System...

We present it only to satisfy those who are not content with simply driving the car but who insist on knowing something about the Engine under the hood.

ARTIFICIAL CREATIVITY and PATTERN THEORY

AN INTRODUCTORY EXAMINATION OF BASIC PRINCIPLES

Artificial Creativity and Pattern Theory

The Music Creator is the world's first artificially creative software. Its functioning is built on a unique view of our perceptions of the world around us, and, although any Operator can compose and create original pieces of music without any understanding of the basic principles or philosophies upon which this incredible device is based, the following is presented for those Operator/Composers who are interested in the foundations of this breathtakingly breakthrough technology/concept.

1:

All existence is pattern

Everything perceived by man, whether real or imagined, is a pattern

Whether the Pattern is that of the cycle of Life and death, the structure of the Atom, the rise and fall of civilizations, the spread of contagious disease, the latest Musical fad, or the spots on a butterfly's wings...All existence is pattern.

2:

Patterns are modulations in apparent states

All existence is pattern and all patterns involve changes or modulations.

3:

Every pattern is made up of units.

Every pattern can be seen as a changing relationship between parts (or Units)

4:

Every unit is a pattern.

Since everything perceived by man, whether real or imagined, is a pattern, the parts, or Units of any pattern are themselves patterns or relationships.

5:

All Natural patterns are infinite in scale.

And yet Mankind is forever deluded into the search for the "Basic Building Blocks" of reality. In an infinite world, there is an infinity of scale. Everything, no matter how infinitesimally small... is, in fact merely a pattern or set of relationships between smaller Units...and each time we reach the 'bottom level', the 'basic structure', the 'Atom', we go on to develop finer observation tools we discover the 'sub-Atomic' level.

6:

Complexity remains constant at any Scale.

No matter how close we look at something complexity seems to remain constant. A photograph of a forest is no more complicated than a close-up photograph of the bark of a single tree in that forest....and an electron microscope photo of the cell structure of a sliver of that bark is no less complicated than the close-up of the bark or the photo of the forest.. In an infinite universe, complexity remains constant at any scale

7:

A work of art is an artificial pattern.

Everything perceived by man, whether real or imagined, is a pattern. Natural patterns i.e. patterns found in nature are, as we have seen, infinite in scale....and yet mankind, in its inability to recognize or accept the true nature of infinity continues the futile search for the non-existent "smallest thing"....the "Basic Building Block". A work of Art, a piece of Music, a Novel, a form of government, any human construct is an artificial pattern....we appreciate and enjoy an "art form" when it has "Depth" ...i.e. that quality which we observe in nature...the relationships between and within relationships that is the hallmark of the "Real" world.

8:

A successful artificial pattern must be a relationship between relationships rather than a simple statement, formula, or algorithm

The JFY System of generating music is therefore based on the principle of building relationships between relationships, or patterns between patterns and is NOT, in any way, an "Algorithmic Composition".

9:

The artificial pattern, or Music generated by the JFY System is an expression of a relationship between relationships

The three main packets of relationships analyzed, stored, and utilized by the JFY System are called X, Y, and Z. A piece of Human-composed music, fed into the JFY System is analyzed from three different viewpoints to reveal three interlocking sets of relationships. Although it is convenient to think of the Y Parent as donating the melody...in fact the melody heard is the result of the relationship of the relationships carried by all three Parents. Changing the X Parent will not only change the Chord Progression but will also change, in a more subtle way, the MelodyChanging the Y Parent will have a gross effect on the Melody of the piece and will change the kinds of chords played in the chord progression...(a C7 could be changed to a C9 or a Cm but the root will always remain the same)....Changing the Z Parent will have a gross effect on the rhythmic of the piece and a more subtle effect on the melody

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